[Transfer all of the good stuff that makes it into the final version; this is the final document that will contain all the good stuff that make the [Elu] game-thing/mechanic/system/model/Iulion/Adrion/formula/object/item the things that do everything I want] <- this is the only temporary text

-a major component of gameplay and source of fun/[aynu-fun]/[aynu-game-fun]/[abstract aynu-fun: Aria] is to collect the Elu-objects the player desires and gameplay with them; the Elu-Objects the player desires is determined by the Elu-object’s stats/data-components/aynu-data-code and the player’s personal preference and desired/[aynu-desired] [aynu-things] and desired gameplay and the theory of gameplay that determines which stats/data-components/aynu-data-code result in the player’s desired/[aynu-desired] [aynu-things]/[aynu-game-things]/[gameplay-things]/[game-things]/[aynu]/Iulion/Adrion/[things]/game-play/game-things and satisfy the player’s desires/[abstract-aynu-desires]/[Elysion]/[Effylion]

[Aedonis]: [Abstract aynu-theory structure]

[everything after the ++ is permanent]

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