GamePlay

(Develop game systems, mechanics, Iulion, Adrion, models, formulas, things, aynu-things, stats, aynu-data, Elu-things, theory, aynu-theory, reality, aynu-universe/reality, story, plot, relationships, things, roleplay, powers, effects, items, objects, structures, structs, game-things, game-structs, gameplay, game-world-things, [game-object-things], [game-thing-interactions], story, plot, player-abilities, player-gameplay, player-powers, [aynu-game-powers/things], [game-world-powers], and anything else here) [as well as aynu or elu versions of anything listed]

Manual:

-ex. for EU4: diplomatic interactions, trading, unions, internal management, territory management and development, population management and development, warfare, production, resources, advisors, monarch powers, currency and special currency, research, religion, culture, decisions and special events/actions, special systems, special resource/thing mechanics and management; manage and utilize resources with special properties (ex. legitimacy: capped at 100 and need to stockpile it to maintain certain positive effects and protect against negative ones), vassal interactions, [special object/possession interactions, actions, powers, things, [aynu-things], game-things, gameplay, Iulion, Adrion], …[more to design]

-special resource management: need to hold a certain amount of a resource in order to ensure certain things; can spend it for other things; need to balance both generation of this resource and expenditure