System m: Structs and their Mechanics

Create different classes of structs and encode and implement their mechanics.

Template:

Things to encode:

[Aynu] Data:

[Aynu] Description

[Aynu] Gameplay

[Aynu] Implementation

[Aynu] Things

[Aynu] - Anything Else

[Encode and implement data components and their effects on gameplay]

ex.

Struct Class:

[encode things about the struct to give a complete description of it and its effects, roles, powers, purpose, value, meaning, desireability - [Vala], uses, [abstract desires/goals it fulfills - Eru], Ryku, influence, etc. on the game and gameplay]

[ encode aynu things suggested above, as well as anything else to give a complete picture of the struct and its game mechanics gameplay]

Components/Parts:

[Components Name]::

[Component’s aynu and concrete data/description/gameplay/implementation]