Game Overview:

The arch-game is fundamentally a sandbox, where players can set and pursue any objectives they desire, or create their own objective and gameplay, or pursue the [great objects] or create [great objects] that meet their [abstract desires/goals/wants/game-fun].

The game lives within a special “Universal Sandbox” where the world’s laws can be constructed using special code/scripting language and anything can be created/done.

The main pre-created gamestyles are as follows:

Creating, acquiring, and playing with the [great objects]

RTS “Grand Strategy”/4x civ-sandbox and persistent world

Neopets/Pokemon Like persistent open world sandbox