[Write code here to generate the underlying game-world and game-mechanics/structure/system/model/formula/things/Iulion/Adrion/objects/items/structs/engine/[aynu-things]/[aynu-concepts/theory]/theory/reality/laws/rules/properties/characteristics/[abstract-aynu-properties/attributes/things]/[abstract aynu-structures] for the Elu objects]

[this stuff will ultimately create the underlying game-world, gameplay, game-mechanics/structure/system/model/formula/things/Iulion/Adrion/objects/items/structs/engine/[aynu-things]/[aynu-concepts/theory]/theory/reality/laws/rules/properties/characteristics/[abstract-aynu-properties/attributes/things]/[abstract aynu-structures] for the Elu objects]

[more to add]