[Eventually structured and aesthetically pleasing Aynu-code/script will be written here; Write a description of what the code is, does, or creates, and anything else about the aynu-code here as a placeholder; this description can be used to help me when creating the code, and can be kept after the code is written as a form of documentation to give an approximate explanation of what the code is doing]

[outline the template and basic formula for creating general Elu-things/Iulion/items/objects/world/[aynu-structs]/universe/reality/theory/concepts/[aynu-theory]/mechanics/structures/systems/models/formulas/structs/game-things/game-powers/development-mechanics/gameplay-mechanics/Adrion/game-creation-mechanics/[aynu-things]/[things]/[aynu]/[aynu]/[Aedonis]/[Abstract aynu-theory structure = Aedonis] and for creating aynu-coded versions of all of these things previously listed] [to be done using aynu and aynu-code with some explanatory english]

[this is a template and basis for creating documents which create anything to do with the Elu-things, including Elu-things/Iulion/items/objects/world/[aynu-structs]/universe/reality/theory/concepts/[aynu-theory]/mechanics/structures/systems/models/formulas/structs/game-things/game-powers/development-mechanics/gameplay-mechanics/Adrion/game-creation-mechanics/[aynu-things]/[things]/[aynu]/[aynu]/[Aedonis]/[Abstract aynu-theory structure = Aedonis]]

[Also creates the engine and game-implementation/creation of the aforementioned things]