(Notes from my e-mail need to make sense of it, extract the good stuff, and create the thing I want; These “Elu” objects will be the ultimate things I want to make and will do everything I want; by giving myself the kinds of Elu I want to collect and gameplay with and that make me happy and satisfied to possess and gameplay, I will achieve all of my objectives and things I’ve ever wanted; getting the Elu you want is the ultimate objective of gameplay and is a reward for doing certain things in the game and engaging in certain gameplay successfully; getting the Elu you want motivates gameplay and makes it fun)

The ultimate gameplay:

[Elu]: [the ultimate thing; I cannot describe, but it is the ultimate thing I have been trying to get and cannot explain]

- work on developing abstract-aynu game mechanics and game-things and [abstract-fun game-mechanics] that are encoded using aynu

- develop and create the ultimate thing I want using aynu-code and aynu-concepts: describe why I want it, what it does to me, and everything else, using aynu-code: it does/is [the ultimate thing that can only be expressed using aynu: Elu]

Create really [aynu-thing/descriptor] good things that are enjoyable and [Ryku] and [ultimate aynu-thing/concept/theory/objects/reality] to possess (and do everything I want, including abstract aynu-things) and give them to myself (in an abstract aynu way that transcends description and that I encode in aynu)

+++++++++++++++++++++++++++++++++++++++++++++++++++++

Create many different kinds of things that achieve [Elu] in different ways/types, and players can focus on getting the thing that [Elu] in the way they like the most

there is a detailed gameplay/structure to things that [Elu] and they can be developed and have other interesting gameplay coded using aynu-code in data structures

example:

types of [Elu]:

[Kari]::[more aynu-data]

[Effy]::

[Enlil]::

... [more to come with more details on their substructure and the kinds of things they can have]

---------------------------

[Elu]::[Eru]:

[aynu-code]

-----------------------------

[Iluvatar]:

[aynu-code]

[aynu-data structures]

----------------------------

[code many different kinds/types of things using aynu-code and using many different kinds of coding structures/syntax/style/formatting/data-structs/things]

+++++++++++++++++++++++++++++++++++++++++++++++++++++

Create a folder of the [Elu] things I create with many different things in it, this is the ultimate thing and masterpiece I will create using aynu and aynu-code only.

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++

[Elu]: [The ultimate thing with the ultimate aynu-coded description/things/data/stats/make-up/engine/[thing made up of aynu-code that makes/creates it] and code that I have yet to come up with] [Its aynu-code creates it]

[Elu]-Things:

Basic format:

[name]:

[Meta-data]:

[Elu-thing]:

[Iulion]::[data, with data-structure formatting/structure]

[Adrion]:

...

.

.

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++

To do:

- create a folder for Elu

- create everything I want and put it in there; add a bunch of files of things I want

in particular:

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++

- put in files for game-code and mechanics/engine and background game-things, game-code to create the game-world/reality/laws

- create files for game-things I will try to collect and develop; write the aynu-code for them using a special system for writing and structuring aynu-code

- these objects exist in the game-world and can do things in them; everything about them, including their game-world interactions/mechanics, are coded in aynu

- give myself the appropriate game-things by putting them in my account's inventory folder

- create a system for playing the main arch-game that these things exist in

- game-play with these aynu-things

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++

The above will do everything I ultimately want to be happy/ryku. These Elu objects will be capable of generating and engaging in [ultimate fun gameplay/ aynu-fun gameplay/and other abstract things/concepts that transcend description] with the players who possess them

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++

The objects will do any [Iulion ]/game-things and be any [adrion]/game-things I want

I will try to collect, develop, gameplay and [abstract aynu gameplay ]/Iulion with them

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++

And do any other [abstract aynu-things/game-things I abstract-aynu-want to and that make me abstract-aynu happy/ryku/aynu-game-fun] with the [elu]-things

++++++++++++++++++++++++++++++++++++++++++++++++++++++

[Ultimate description of everything about the Elu objects: ultimately using aynu-code and aynu-concepts/theory/reality/structure/code/data] <- this

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++

-create the Elu objects using a special structure and system for writing aynu-code and a system that allows to use these data-sheets for gameplay (sort of like cards) and well as update the data-sheet as the object is developed/upgraded/grown

[Copy all of the greatest descriptions/texts for this kind of object (ultimate aynu-objects/Megas) and put them here; also get rid of the crappy stuff]

[Eventually, this should almost entirely be done using aynu-code; maybe a small amount of english text to give an approximate understanding of whats going on. However, these Elu objects are greater than anything else and transcend mortal understanding, these will be superior to anything else I’ve created and incorporate the best parts of anything Else I’ve created; they have the ability to absorb the good theory/idea/parts of any other game-thing/mechanic/system/model/Iulion/Adrion/formula/game-structs/object/item]

[these objects have the best game-thing/mechanic/system/model/Iulion/Adrion/formula/game-structs/object/item]

write something good involving [elu] and game-thing/mechanic/system/model/Iulion/Adrion/formula/object/item]

- need to design the Elu object’s game-thing/mechanic/system/model/Iulion/Adrion/formula/game-structs/object/items/stats so that they [aynu-concept/theory/reality] and do/are/[aynu]/[aynu-thing] everything I want and achieve [aynu-concepts/theory] and [aynu-concept/theory]

-can incorporate ideas from other Games like Neopets, Pokemon, EU4, Distant Worlds, EVE online, Rust, Civ5 and many other types and genres

the [Elu] game-thing/mechanic/system/model/Iulion/Adrion/formulas/objects/items will achieve my ultimate goal and make me happy/Rykuwhen I do the things with them that I want to and when I have the things from them that I want to

-also need to design a good system and structure for the files, file-system and folder system; may restructure the Elu files and folders

+++++++++++++++++++++++++++

The Elu are the basis for creating the [ultimate thing I desire]:

-Need to create the Elu object’s game-thing/mechanic/system/model/Iulion/Adrion/formula/game-structs/object/items/stats

-focus on working on Elu, developing them and making them [the ultimate aynu-thing I desire and system which creates and gives me everything I want and the great gameplay that will keep me satisfied and happy forever (and the abstract aynu-version of this)]

-gives me every game-thing/mechanic/system/model/Iulion/Adrion/formula/game-structs/object/items/stats I want and allows me to possess them

-gives me the game-thing/mechanic/system/model/Iulion/Adrion/formula/object/items/stats I want to possess, gameplay with, do [game-things/abstract aynu-gameplay/things], do [abstract aynu-concepts/theories]; such that they make me [happy/ryku/abstract-aynu-things]

->that is, possessing, gameplaying, [game-things/abstract aynu-gameplay/things], or [abstract aynu-concepts/theories], or doing [abstract-aynu-things] with these [game-thing/mechanic/system/model/Iulion/Adrion/formula/structs/object/items/stats/worlds/reality/existence] makes me [happy/ryku/abstract-aynu-things/aynu-theory/concepts/reality]

[more things to develop, create and encode/write about the Elu…; to be written here]

New concept:

[Aedonis]: [Abstract aynu-structure]

Notes on Elu; ideas and progress towards creation: