Example of a game developed using the special game-dev mechanic that develops games much like I develop objects/structs using data sheets

- this is the development document for the main-game structures in my strategy MMORPG game, where players will roleplay as the leader of a civ-empire and manage it

-develop using a mix of aynu and concrete game-dev

Main game-struct:

[need to design how the main "civ-empire" nation building and gameplay work]

- is a civ-empire made up of a number of "cities"/provinces/planets/[game-dev struct nodes]/[the main structs that players focus on getting, developing, and game-playing with; these are objects as well and have Rygel/object mechanics, these are the main focus of gameplay and game-world things] [name pending] that can be developed by improving development stats, by adding buildings and developing them, assigning automata to work for the city, putting items/things in the city, facilitating growth and "private development"[by automata doing their own thing],and many other ways, ..., [more to be developed]

- can use the special structure design mechanic to build special objects such as ships

- add a private economy mechanic where AI controlled objects develop their own infrastructure and economic system; can benefit from this by collecting things from it like taxes or using these systems to supply yourself with resources

- ex. a nation with a rich supply of a resource can let a private entity develop it and then buy the resources from them

[Game-world]::[Create the game-world and its reality, laws, theory, things, plots, story, roleplay, game-things, and anything else about the game world and game-reality]

[Develop Strategos Game and Gameplay here using Endor, may also create a special folder]

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[Name]::[game name]

[Game-thing/system/mechanic/world]::

[code, text, aynu-things creating the Game-thing/system/mechanic/world]

[City-structs]::

[pop]

[automata]

[dev stat1]

[buildings1]

[sockets]

[items]

[structs1]

[Private Economy]::

[Warfare]::

[things]::

[Units]::

[Buildings]::

[Abstract Game Dev]

[Game-world]::[Create the game-world and its reality, laws, theory, things, plots, story, roleplay, game-things, and anything else about the game world and game-reality]