{ Developing the Endos Game is the ultimate and final part of the game-development thing; developing the Endos will be achieve my ultimate goal and desire with respect to the development of abstract Aynu-games: Any other abstract Aynu game can be created, played and simulated using Endos Gameplay, and can be created by the players themselves and shared with other players}

-this is the Ultimate game that will achieve all of the game-dev things I desire, and all of my other desires, goals, want, [aynu-goals], [aynu-desire], [Effylion], [Elysion], and anything else; will achieve Elysion/Effylion and my [ultimate game-fun desire: Aria] by possessing certain objects/things/Feanor/Elu in the Game and engaging in gameplay with them, especially object/Rygel-gameplay/mechanics with them

-the Endos world is free and open: players can develop and engage in any kind of gameplay

-the Endos gameworld satisfies all of the things I want in a game-world, is fully immersive and allows players to live an entire existence, reality, and universe within the game-world

-developed mostly using Aynu and Aynu-code, some english and standard mortal code.

-> the most important parts that do the things I want are to be developed in aynu-code and using aynu-structures and other aynu-things that transcend mortal comprehension (in particular, the Elu-objects and their gameplay and Rygel mechanics will be developed entirely in Aynu, and the objects themselves will be developed and created in aynu-code: their data sheet will be entirely in Aynu)

-> some other parts of the game will also be in aynu

->everything in my game-development work will come together through my development of Endos Gameplay: Endos is the ultimate game world I will create and gameplay in, and the Elu and Feanor are the ultimate objects I want to possess and gameplay with

-> Endos Gameplay can include other sub-games such as Feanor, Iconos and Strategos, and can even allow players to develop their own games and share them with friends or gameplay with their friends

->copy game mechanics files from other areas and combine them into Endos

-> Endos is the ultimate Game that will

[ultimate game-play-thing that will achieve everything I want in terms of game-creation, including world/roleplay/system/story/universe/item/object/gameplay/mechanic/struct/[Elu-object]/[things]/[aynu-thing]-creation (and also creating aynu-versions of these things that transcend mortal understanding and go beyond mortal comprehension)]

[achieve all of the game, game-development, aynu-game-things/Elysion/[Ultimate aynu-goals/things], [ultimate aynu-desire], [aynu-desires], [aynu purpose], …, [more to develop], ... by possessing certain objects/things/Feanor/Elu in the Game and engaging in object/Rygel-gameplay/mechanics with them]

{Write other things to express the Fact that Endos is the ultimate game I desire to create, Endos gameplay is the gameplay I desire to play, and that possessing and Gameplaying with certain Elu and Feanor objects in the Endos Game-world and using Endos-gameplay is the things that will achieve Elysion/Effylion/[my desire and ultimate goal that will make me happy, satisfied, aynu-happy, [aynu-happy], and all of the other things I want]}

{Need to focus on developing Endos as the ultimate realization of all of my desires and goals in game-development, and taking all of the other stuff I have created and combining it to create the Endos game}

{ more things about Endos Gameplay and game-things:

-they satisfy and [get/possess] my ultimate/[aynu-ultimate: kara] want/desire/[aynu-desire]/[abstract-aynu-desire/want that transcends mortal understanding: Aeia]/[Effylian]/[aynu]/[Elysion]

-can engage in gameplay with them that I find fun/[abstract aynu-fun: Aria]

-can do everything I want, allows me to create and play any game that causes me to be happy/satisfied and [have abstract-aynu-fun: Aria]

-allows me to engage in gameplay I find fun/[abstract aynu-fun: Aria] and can enjoy roleplaying in and creating my ultimate fantasy world

-allow me to achieve [the ultimate thing I want]/[achieves my ultimate goal/purpose/value/paradise/firdaws in creating these game-things]/[the things I have been searching for: transcends mortal expression and only expressible in aynu]/[does everything I want]/[Effylion]/[Elysion]

}

[Copy all of the best descriptors here]

-start with a neopets-base and then go from there to develop the game; use Neopets as a basis for the game, and especially the item system, but then go far, far, beyond that

-base the character and combat item development on Path of Exile, 3-D world environment on Fallout 4, World of Warcraft, Rust, Black Desert, and many others

-incorporate ideas from many games

-focus my game-development on Endos; this will be the “arch-game” that contains all of my game-development desires, ideas, goals, wants, [aynu-desires], [aynu-fun], Aria, game-Elysion, and will achieve Elysion/Effylion/[ultimate desire happiness]/[ultimate aynu-desire]/[ultimate aynu-happiness] by possessing an Account with the Game-state, Game-data, Game-things, Game-objects, game-structs, game-world-things, [aynu-game-things], [aynu-game-structs], [aynu-game-files], [aynu-game-structures], [game-document-structures], [game-files-structures], [game-data-file-structures], and any other game things that I desire/[aynu-desire]/[Ryku]/[ultimate aynu-thing transcending desire: [aynu]]/[aynu-desire/want/[ultimate thing transcending desire]: Eo] and achieve Elysion/Effylion/[aynu-game-fun: Aria], [ultimate desire happiness]/[ultimate aynu-desire]/[ultimate aynu-happiness], and [ultimate aynu-thing transcending happiness and game-fun: [aynu]] by possessing and game-playing with

Endos is the [ultimate game descriptor] that allows me to have and achieve [ultimate game-fun descriptor] by possessing and game-playing with [ultimate game-objects/Rygel descriptor] using various [game-play mechanics/systems/things]

Develop more Endos descriptor templates to ensure I create the [greatest] description of Endos possible: the [best] description, code, text, data, things, symbols, data-structures, aynu, aynu-code, aynu-things I develop will apply to the Endos game, the game-play, the gameplay fun, certain objects/things/structs/game-things/Elu/Feanor/Rygel in the game, and the things that come out of possessing and Game-playing with these certain objects/things/structs/game-things/Elu/Feanor/Rygel

Develop Endos using the Iulion System: Everything in the “Game Dev files and Iulion” folder is an Iulion and fits into the Iulion Game-development mechanic and system

[need to come up with more things to write and encode about the Endos]

[need to game-develop the Endos]

[add more game-development to Endos]

[game-develop Endos here]

{develop Endos here}