Elu Game Des/Dev Engine

[Create code to determine, game-[create], game-develop, game-describe, game-[descr], game-[encode], game-[code], game-[make], game-[theory-struct], game-[develop], game-[----], game-[aynu], game-[sym], game-[dev], game-[aynu-theory-thing], game-[aynu-concept], game-[concept], game-[aynu], game-[thing], [thing], [game-[aynu-thing]], …, [more to develop], …, [do things that transcend our ability to understand and describe, aynu], and create (or aynu versions) the game-things, game-play, game-meaning, game-world-things, game-existence, game-structure, [aynu-game-world-things], [game-world-play/interaction], [aynu], [aynu-game-things], Iulion-[play], [Aynu], [aynu]-[play], game-[play], [[game]-[play]], Iulion, Adrion, game-powers, gameplay, game-properties, game-characteristics, aynu-gameplay-things, [Rygel-gameplay], [Rygel-mechanics], [Rygel-game-things], [Rygel-[aynu]], [Rygel-things], game-mechanics, game-system-interactions, game-effects, game-actions, roleplay, game-dev, [aynu-game-things], game-theory, [thing], [ ----- ], game-properties, game-[things-to-develop], [aynu-game-[things]], game-characteristics, game-behaviour, game-development, game-description, game-[----], game-[sym], game-[aynu], game-[aynu-concept], game-[aynu-descr], game-[descriptor], game-[model], game-[avatar], game-[aynu-structure], game-[development], game-[concept], game-[theory-struct], game-[thing], game-[aynu-thing], game-[encoding], game-[code], game-dev, [things that transcend our ability to understand and describe, aynu], [aynu-game-things], …, [more to develop],..., and any other [game-things] or [aynu-game-things] (or aynu versions) of any Elu object and its code, stats, text, aynu-code, things, aynu-things (referred to as “data”, generally with aynu versions) and give it to them (these are determined by the data on its data-sheet). This is the code that processes all of the Elu objects in the game and gives them aynu-meaning, game-properties, game-characteristics, game-powers, Iulion-[play], [Aynu], [aynu]-[play], game-[play], [[game]-[play]], game-things, Iulion, Adrion, [aynu], [aynu-things], [Rygel-things], [Rygel-mechanics], game-play, game-meaning, game-world-things, and [aynu-game-things] (or aynu-versions) and determines, processes, and generates the game-things, gameplay, game-powers, [aynu], [aynu-things], game-mechanics, game-strengths, Iulion-[play], [Aynu], [aynu]-[play], game-[play], [[game]-[play]], game-properties, game-characteristics, game-structure, [Rygel-things], [Rygel-[aynu]], [Rygel-gameplay], [Rygel-mechanics], game-world-things, …, [more to develop], ... and any other game-things or aynu-game-things the data/stats creates (from their stats/data and data-sheet) and gives them to the object in the game. This in turn determines and creates the Elu object’s gameplay, game-theory, Iulion-[play], [Aynu], [aynu]-[play], game-[play], [[game]-[play]], aynu-game-theory, [aynu-game-things], [aynu], Iulion, game-world-things, game-system-interactions, game-structure, game-properties, game-characteristics, game-mechanics, [Rygel-gameplay], [Rygel-things], game-universe-things, game-powers, …, [more to develop], …, and anything else about the object in the game. This is used to determine which objects I desire to possess, gameplay/aynu-gameplay with, engage in gameplay, game-[play], [game-play], game-things, Iulion-[play], [aynu], [aynu]-[play], [[game]-[play]], [aynu-gameplay: Rhodan], [aynu-game-fun-things], game-world-things, game-world-play, have certain game-world-interactions with, [aynu-game-things] …, [more to develop], …, [and many other things] with them, [other things involving them], have [ultimate aynu-fun: Aria] with, and [ultimate Rygel thing] to have [ultimate aynu-fun: Aria], to achieve Elysion/Effylion/[my ultimate desire goal that I want out of gameplay: the ultimate aynu-paradise-happiness/satisfaction], [my ultimate aynu-happiness desire-thing], [ultimate thing I want: description text here], …[much better descriptions and encoding for the ultimate thing need to be developed], …]

[Any game-dev for the Elu can be done here, and any code to build their game-Mechanics, game-system, game-structure, [Rygel-game-things], gameplay, Iulion, Adrion, [aynu], [aynu-game-things], and any other game-things can be written here]

[need to write and develop the actual code for the Elu game-des/dev engine, probably using Aynu/aynu-code]

This engine takes an Elu-object’s data sheet and makes it into the corresponding Elu-object in the game; the data-sheet “is” the Elu-object because of what this Elu-object engine does.

Code: creates, game-[creates], game-develops, game-[encodes], game-[aynu], …, [more to develop], …, and game-[things] (or aynu-versions/things) any Elu object and gives it its: { game-things, game-play, game-meaning, game-world-things, game-existence, game-structure, [aynu-game-world-things], [game-world-play/interaction], [aynu], Iulion-[play], [Aynu], [aynu]-[play], game-[play], [[game]-[play]], [aynu-game-things], Iulion, Adrion, game-powers, gameplay, game-properties, game-characteristics, game-behaviour, aynu-gameplay-things, game-mechanics, game-system-interactions, game-effects, game-actions, roleplay, game-development, [thing], [ ---- ], game-description, game-[----], game-[sym], game-[aynu], game-[aynu-concept], game-[aynu-descr], game-[descriptor], game-[model], game-[avatar], game-[aynu-structure], game-[development], game-[concept], game-[theory-struct], game-[thing], game-[aynu-thing], game-[encoding], game-[code], [things that transcend our ability to understand and describe, aynu], game-dev, [aynu-game-things], game-theory, [aynu-game-things], [Rygel-game-things], [Rygel-gameplay], [Rygel-things], [Rygel-mechanics], [Rygel-[aynu]], …, [more to develop], ... and any other [game-things] or [aynu-game-things] (or aynu versions)} from its data and data-sheet. This in turn determines which Elu objects I desire to (or are/have) { possess, [aynu-possess], [Rygel-gameplay], [Rygel-possess], [aynu-Rygel], [possession-gameplay], [have in my inventory], [inherently desire], [inherently aynu-desire], [possess as an inherent source of aynu-desire and aynu-happiness: [aynu]], [keep and gameplay with as a source of desire/happiness], [keep and gameplay with as a source of [aynu-theory-things]/[aynu]], [show off as a valuable treasure], [keep as a store of value], [put in a gallery], [Rygel-game-thing], [Rygel-game-mechanic], [Rygel-game-interaction], [Rygel-game-world-play], [object-game-thing], [object-game world-play], [object-interaction], [object-thing], gameplay, aynu-gameplay with, engage in gameplay, game-things, [aynu-gameplay: Rhodan], [aynu-game-fun-things], Iulion-[play], [Aynu], [aynu]-[play], game-world-things, game-world-play, game-[play], [[game]-[play]], game-mechanics-play, game-world-mechanics [play], game-interaction-play, have certain game-world-interactions [play], [aynu-game-things] …, [more to develop], …, [and many other things] with them, [other things involving them], have [ultimate aynu-fun: Aria] with, and [ultimate Rygel thing] to have [ultimate aynu-fun: Aria] (or aynu versions)} and which in satisfying these desires, they produce, result in, and [aynu-theory-create] {Elysion/Effylion/[achievement of my ultimate gameplay and game-dev desire/goal/happiness/satisfaction], [my ultimate desire goal that I want out of gameplay: the ultimate aynu-paradise-happiness/satisfaction], [my ultimate aynu-happiness desire-thing], [ultimate thing I want: description text here], …, [much better descriptions and encoding for the ultimate thing need to be developed], ... }. (may try other formats/structures/texts/templates, but use the contents in the “{ … }” as the basis of an “ultimate description” I will construct - the stuff in braces ( “{“ and “}”) is what I will fill into the sockets for text)

General template: Code gives/does {things} for Elu objects which causes them to do/be/have {things} that do/be/are/achieve {things} for me.

That is, this code-engine gives Elu objects [things] based on their [data-sheet] which causes some of them to have/do/be [game-things] I [want] which makes me [game-happy].

Certain Elu objects will be the [ultimate things/Adrion] I [desire] to [possess] and [game-things/play, [aynu]-game-play, and [aynu-play-thing] with], determined by their data and data-sheets and this Elu-coded game-des/dev engine.

From this code, certain Elu-objects will have the gameplay, game-things, Iulion, Adrion, [aynu-things], [aynu], [aynu-game-things], game-mechanics, game-behaviour, game-structures, game-world-things, game-powers, game-properties, game-behaviours, game-characteristics, game-meaning, game-universe, game-theory, game-desire, [aynu], [game-dev], [aynu-game-world-things], [aynu]-gameplay, game-[aynu], [Rygel-things], [Rygel-[aynu]], [Rygel-gameplay], game-[aynu-thing], …, [more to develop], …, game-dev and game-world-[des] (or aynu-versions/things) I want, which leads to some of them being { [the ultimate things I desire to have, gameplay, and [aynu]-gameplay with], the [ultimate desire-possession], [aynu-game-desire-thing], [aynu thing expressing game-des transcending mortal comprehension], and [the ultimate things that possessing, gameplaying, [aynu-game-thing/des], and [aynu]-gameplaying with create/cause my ultimate desire and source of satisfaction/happiness in life: [encapsulate and transcend mortal description by putting this into an aynu and aynu-concept]], …, [more to develop], …, [and many other things, including things other players may want or develop] } (see Elu notes for the concepts).

Elu objects will be diverse enough that they (certain ones) will be able to satisfy any and all different desires/wants/game-play desires and engage in (or do/have) many/any/all kinds of game-play, game-things, game-powers, game-mechanics, Iulion, Adrion, [aynu-things], [aynu], [aynu-game-things], game-structures, [Rygel-things], [Rygel-gameplay], [Rygel-[aynu]], [Rygel-mechanics], game-behaviours, game-properties, [game-world-[things]], [game-characteristics], game-theory, game-actions, game-interactions, game-meaning, game-world-reality-[things], game-world-things, [aynu], [aynu]-gameplay, [aynu-play-things], …, [more to develop], …, and [many other things, including things other players may want or develop] that players may want. (or aynu versions)

Determines all the things about the Elu objects in the game, which creates the Game-theory of the Elu objects which determines which ones 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.

[This Engine, interacting with an Elu object’s data and data-sheet, determines and creates [things] which in turn determine which [things] I [aynu-game-desire] and want to [engage in aynu-gameplay with and do game-things with, which I find aynu-fun to possess and gameplay with] to achieve [ultimate aynu-goals/Effylion/Elysion] ]

Also create Elu game engine to fully create and game-develop these Elu things. Determines which Elu objects are/have [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]

The game-engine is what takes the Elu-object’s data-sheet and gives it game-things, game-meaning, meaning, game-existence, game-structure, game-world-things, [aynu], [aynu-game-things], Iulion, Adrion, game-powers, gameplay, game-properties, game-characteristics, aynu-gameplay-things, game-mechanics, game-system-interactions, game-effects, game-actions, roleplay, game-dev, [aynu-game-things], [Rygel-gameplay], [Rygel-things], [Rygel-mechanics], [Rygel-[aynu]], game-theory, …, [more to develop], …, and any other game-things or aynu-game-things which determines which Elu objects achieve Elysion/Effylion/[ultimate game-development goals/desires]/[ultimate aynu-thing]/[aynu-desire-thing] and [ultimate aynu-fun: Aria]/[ultimate-aynu-desire-happiness] for me when I possess them and engage in gameplay/game-things/[aynu-gameplay: Rhodan]/[aynu-game-fun-things], …, [more to develop], …, [and many other things] with them, and [other things involving them].

That is, the game-engine is what takes the data sheet and gives it [game-meaning, [aynu], [aynu-things], game-powers, game-mechanics, game-structure, game-data, game-effects, aynu-game-powers, [aynu-game-things], game-[skills/abilities/strengths/weaknesses/properties], Iulion, Adrion, game-play, …, [more to develop], …, and any other game-things] which create and determine the things which determine which Elu objects I desire to possess and engage in gameplay, game-things/[aynu-gameplay: Rhodan]/[aynu-game-fun-things], …, [more to develop], …, [and many other things] with them, and [other things involving them] to achieve [Effylion]/[Elysion]/[ultimate game-development goals] and which ones have which kinds of gameplay, game-world-things, game-things, game-style, game-type, game-characteristics, game-properties, value, uses, powers, abilities, strengths, weaknesses, skills, [aynu-things], and any other game-thing

This is what determines, game-develops, game-creates, and creates the gameplay, game-mechanics, game-development, Iulion, Adrion, game-things, game-world-things, [aynu-game-things], game-properties, …, [more to develop], …, game-characteristics, and any other game-thing or aynu-game thing for the Elu objects, including their Rygel/object mechanics, and makes them into:

- the ultimate things/game-things/aynu-game-things that will contain the objects/game-things that I desire to possess, and achieve all of the game/game-development/aynu-game-things/Elysion/[Ultimate aynu-goals/things] by possessing them and engaging in object/Rygel-gameplay/mechanics with them (not all Adrion/Rygel will do this, but certain Rygel/Adrion may do [it] for certain players)]

-the things I desire to possess, can be used to engage in the game-play, game-things, game-world-things, [aynu-game-things] that I find fun/[aynu-fun] and which make me [aynu-happy], [Elysion], [Effylion], and which achieve [Elysion]/[Effylion] for me when I possess them and use them to engage in game-play, game-things, game-world-things, [aynu-game-things], …, [more to develop], … and anything else as determined, created and game-developed by their data-sheet.

[Certain Elu will be the [ultimate Rygel/object; add ultimate Rygel/object description/text/code] I want to collect and gameplay with as determined by their [Elu-gameplay/game-things] and [Rygel-gameplay/game-things] which are created by the corresponding game-engines (also add desire object text and template code)]

This engine does everything described on this page by using its aynu-code to take the Elu-object’s data-sheet and create it in the game and give it all of its game-things, game-world-things, game-development, game-powers, [aynu-game-theory], [aynu-game-things], game-stats, game-effects, gameplay, [aynu-game-play], game-mechanics, Iulion, Adrion, game-systems, game-structure, and any other game-world-things

[need to develop more things/text/code to encode/code the Elu game-engine and what it does to create and game-create the Elu-objects and give them their game-existence/theory/reality, and all of their gameplay and game-things, which in turn determines which Elu objects I like and consider valuable/Effy/Elyssi/[aynu-desire] ]

This code and Game Des Engine:

Creates and does/[things]/[aynu] everything about/for every Elu object in the game and does everything to fully game-dev, [aynu-game-thing], game-[create], game-develop, game-describe, game-[descr], game-[encode], game-[code], game-[make], game-[theory-struct], game-[develop], game-[----], game-[aynu], game-[aynu-concept], game-[sym], game-[dev], game-[aynu-theory-thing], game-[concept], game-[aynu], game-[thing], [thing], [game-[aynu-thing]], …, [more to develop], …, [do things that transcend our ability to understand and describe, aynu], [aynu], [game-create/thing], [thing], …, [more to develop], …, implement and create (or aynu-versions/things) the Elu objects in the game and all of their gameplay, game-structure, game-mechanics, game-properties, Iulion, Adrion, [aynu], [aynu-game-things], game-things, game-world-things, game-characteristics, game-world-play, game-development, game-description, game-[----], game-[sym], game-[aynu], [thing], [ ---- ], game-[aynu-concept], game-[aynu-descr], game-[descriptor], game-[model], [game-world-[things]], game-[things-to-develop], game-[avatar], game-[aynu-structure], game-[development], game-[concept], game-[theory-struct], game-[thing], game-[aynu-thing], game-[encoding], game-[code], game-dev, [things that transcend our ability to understand and describe, aynu], game-interactions, [aynu]-[play], [aynu-game-world-dev], game-dev, game-[development], game-[code-struct], game-[encoding], game-[creation], game-[code-sheet], game-[structure-cheet], game-[card-file-structure], game-[card-file], game-[thing-file], code-struct, data-structures, file-structures, [aynu-data-code-structures], [all game-dev for the object], [all things to create the object’s game-world existence/reality], [aynu-game-dev-things], game-theory, game-existence, game-behaviour, [Rygel-gameplay], Rygel-mechanics, [aynu-things], [Rygel-game-mechanics], [Rygel-game-things], [Rygel-[aynu]], [Rygel-things], [aynu-gameplay], …, [more to develop], …, and any other game-things or aynu game-things about/for the Elu objects in the game. (or aynu-versions/things)

Does all the background game-management of all the Elu objects in the game.

Does/[things/aynu] {things/game-things/aynu-game-things} for all of the Elu objects in the game.

Does [things].

[aynu-concept/things/theory/descr/code/game-things] for the Elu objects.

[Game-things] for the Elu objects

(or aynu-versions/things of any of the above)

This code is what takes an Elu object’s { game-[development], game-[code-struct], game-[encoding], game-[creation], game-[code-sheet], game-[structure-cheet], game-[card-file-structure], game-[card-file], game-[thing-file], code-struct, data-structures, file-structures, [aynu-data-code-structures], [all game-dev for the object], [all things to create the object’s game-world existence/reality], [aynu-game-dev-things] } and {does things/aynu-concept/things/theory/descr/code/game-things for them in the game} { to make them meaningful and have existence and gameplay in the game; creates and game-develops them; gives them their game-play, game-mechanics, [aynu-game-things], [game-world-play], [game-theory], [game-play-[things]], [game-properties, game-characteristics, game-behaviour], [game-world-things], …, [more to develop], …, and anything else (and aynu versions) }

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It also does the following for any Elu object’s { game-[development], game-[code-struct], game-[encoding], game-[creation], game-[code-sheet], game-[structure-cheet], game-[card-file-structure], game-[card-file], game-[thing-file], code-struct, data-structures, file-structures, [aynu-data-code-structures], [all game-dev for the object], [all things to create the object’s game-world existence/reality], [aynu-game-dev-things], …, [more to develop], …, and anything else (and aynu-versions) }:

gives, determines, game-[create], game-develop, game-describe, game-[descr], game-[encode], game-[code], game-[make], game-[theory-struct], game-[develop], game-[----], game-[aynu], game-[sym], game-[dev], game-[aynu-theory-thing], game-[aynu-concept], game-[concept], game-[aynu], game-[thing], [thing], [game-[aynu-thing]], …, [more to develop], …, [do things that transcend our ability to understand and describe, aynu], and create the game-things, game-play, game-meaning, game-world-things, game-existence, game-structure, [aynu-game-world-things], [game-world-play/interaction], [aynu], [aynu-game-things], Iulion-[play], [Aynu], [aynu]-[play], game-[play], [[game]-[play]], Iulion, Adrion, game-powers, gameplay, game-properties, game-characteristics, aynu-gameplay-things, [Rygel-gameplay], [Rygel-mechanics], [Rygel-game-things], [Rygel-[aynu]], [Rygel-things], game-mechanics, game-system-interactions, game-effects, game-actions, roleplay, game-dev, [aynu-game-things], game-theory, [thing], [ ----- ], game-properties, game-characteristics, game-behaviour, game-development, game-description, game-[----], game-[sym], game-[aynu], game-[aynu-concept], game-[aynu-descr], game-[descriptor], game-[model], game-[avatar], game-[aynu-structure], game-[development], game-[concept], game-[theory-struct], game-[thing], game-[things-to-develop], game-[aynu-thing], game-[encoding], game-[code], game-dev, [things that transcend our ability to understand and describe, aynu], [aynu-game-things], …, [more to develop],..., and any other [game-things] or [aynu-game-things], (and aynu versions)

based on their stats, data, aynu-code, game-[code], game-[code-struct], game-[sym], game-[data-sheet], game-[code-sheet], game-[structure-cheet], game-[card-file-structure], game-[card-file], game-[thing-file], code-struct, data-structures, file-structures, [aynu-data-code-structures], …, [more to develop], …, and anything else (and aynu versions)

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[This engine creates the Gameplay theory that determines and creates/[game-develops] everything about the Elu object, and therefore determines the theory that players can use to determine which Elu objects they desire to collect, possess, game-play, [game-develop], game-[play-thing], [aynu-game-play-thing], [aynu-thing], [aynu - [Elysion]], game-[thing] (or aynu-versions), [aynu-game-concept], … [ many other things to develop], ... [aynu-construct/concept], and many other things based on game-reasons/[things]]

[determines the entire game-play-theory and [aynu-theory] of the Elu object’s and everything about them in the game-world]

[this engine determines the [aynu] reasons why players will want to do things with certain Elu objects such as: collect, possess, game-play, [aynu-game-concept], … [ many other things to develop], ... [aynu-construct/concept], and many other things with them

(anything developed and written here can have an aynu-version that transcends mortal comprehension, understanding, and theory-description, mortal-reality)

{this code does, creates, [aynu-thing], [aynu-theory-action], [aynu-game-dev], [aynu], [aynu-game-thing], [aynu-game] and [other things to develop] things for the Elu objects that I still need to develop and which transcend mortal understanding and theory-description, can only be encoded, created, developed, game-created, game-developed, …,[more to develop], …, [aynu], [aynu-game-things], [aynu-concepts], [aynu-things], [aynu-game], and [aynu-things] by aynu and are fundamentally [aynu]}

[things]

[more to develop]...

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This Elu game-desire Engine and game-engine code is what does the following and gives it all meaning, game-development, and implements/creates it in the game:

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%%%%%%%%%%%%%

Stats and Data Components and [aynu-data] for the [Ultimate Elu objects]

[aynu-data] = [aynu-thing]

Develop Elu stats and data components and [aynu-data] for the ultimate Elu objects and their mechanics/systems/Iulion/models/gameplay/formulas/Adrion/[Abstract aynu game-play and mechanics]/game-structure

-create a data sheet for each stat/data/[aynu-data] components outlining and implementing the engine for and creating their mechanics/systems/Iulion/models/gameplay/formulas/Adrion/[Abstract aynu game-play and mechanics]/game-structure

-these stat-mechanics and engines run in the background, but they are what makes up the Elu objects and gives them meaning/structure/systems/gameplay/mechanics/things/[aynu-things], interactions/powers, [aynu-structures/mechanics/systems/gameplay], models, powers, and everything in the game; these are basically the atoms that make up the objects and gives them all of their properties/things in the game: these stats are also what make the objects have an interesting theory and allows for the existence of the objects that do everything I want; and the objects I desire to possess (and the reasons I want to possess them) are determined by their stats/data-components/[aynu-data]

->that is, the reasons/theory/[aynu-theory]/motivations/[aynu-reasons] for me wanting/desiring/[abstract-aynu-desiring]/[Effylian] certain Elu-objects/things/[aynu-things]/structs is determined and created by their stats/data-components/[aynu-data]/[aynu-code]

-> that is, there is an [abstract aynu-theory]/model/system/structure/[aynu-system] which allows me to determine which sets/collections of stats/aynu-data/data-components are good in the game at certain things/gameplay/mechanics/Iulion and which ones I want/desire/[aynu-desire]/[Effylian] and which make me happy/satisfied/[abstract-aynu-happy]/[Effylion]/[cause me to achieve the ultimate thing I want]/[achieves my ultimate goal/purpose/value/paradise/firdaws]/[does everything I want] -> refer to this ultimate thing I want to achieve as “Effylian”

->each stat has its own theory/model/system/structure/[aynu-system] which can interact with the theory of others, and this theory is created in the stat’s corresponding data sheet

-data sheet may be written in english, code, aynu-code, or any other method of writing things or encoding data

-these stats, data-components, and [aynu-data] are what make-up, implement and creates the [ultimate Elu objects], makes them and determines everything about them in the game world, including their properties, characteristics, Iulion, Adrion, [Aynu-properties], [Aynu-interactions], powers, things, [aynu], [aynu-concept/theory], structure, [aynu-structures], things, possessions, …[more to add]

-these stats, data-components and [aynu-data] determine and create everything about the [ultimate Elu objects] in the game, including their [aynu-things]

-these stats can use/[be made from] any kind of data structure/model/Iulion/[aynu-thing]/[aynu-theory]/theory or code, some use aynu-code

-the data sheet associated with each stat/[aynu-data]/[data-component] provides the engine/[aynu-engine]/code-base that creates meaning and power for the stats, that interprets the stats and implements their { effects, properties, characteristics, Iulion, Adrion, [Aynu-properties], [Aynu-interactions], powers, things, [aynu], [aynu-concept/theory], structure, [aynu-structures], things, possessions, meaning, existence, value, manifestation, [aynu-(versions of the above)] …[more to add] } in the game

-that is, the data sheet is what gives the stat/data-component meaning/value/existence/[aynu-meaning/value/existence], [things], Iulion, Adrion, [aynu-things], structure, powers, objects, [Elu-things] and implements it in gameplay

-the stats/data-component/aynu-data in turn are what give the Elu-objects (and any other game-objects) their {powers, things, items, abilities, strengths, characteristics, effects, properties, Iulion, Adrion, game-play, game-things, game-structure, [aynu-game-things], [Aynu-properties], [Aynu-interactions], powers, things, [aynu], [aynu-concept/theory], structure, [aynu-structures], things, possessions, meaning, existence, value, manifestation, [aynu-(versions of the above)] …[more to add] }

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-by giving certain objects/Elu-objects/Feanor certain kinds of stats/data-components/aynu-data I can give them certain {powers, things, items, objects, [aynu-objects], abilities, strengths, characteristics, effects, properties, Iulion, Adrion, game-play, game-things, game-structure, [aynu-game-things], game-structs, [aynu-game-structs], [aynu-things], [Elu-things], [aynu-game-theory], [aynu-game-structures], game-play-interactions, [aynu-gameplay], game-mechanics, game-systems, [aynu-game-objects], [Aynu-properties], [Aynu-interactions], [aynu-powers], [things], [aynu], [aynu-concept/theory], structure, [aynu-structures], possessions, meaning, existence, value, manifestation, [aynu-(versions of the above)] …[more to add] } such that when I possess them:

-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]

-[more to add; need to develop more good things/theory/game-things I want/desire/Effylion that can be created by giving certain things, objects, structs, [things], Elu-objects, Feanor, [aynu-things], [game-things] and Adrion certain kinds of stats]

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[the different values/[aynu-code]/[aynu-data] for the stat/data-component/[aynu-data] that an Elu object can have can give it different kinds of aynu-value/meaning/power/things/adrion/Iulion/effects/properties/attributes/effects/[things]/[aynu-properties/effects]/[aynu-things]/[aynu-characteristics]/[aynu] and 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] ] -> certain kinds of these things can create and result in my Effylian

[copy things from the offline document on stats]

[need to develop stats/data-component.[aynu-data] mechanics further; add further writing and code here]