[Move Elu game-development here]

[Aynu-things and Aynu-code used to develop the objects and their gameplay, systems, game-things, game-mechanics, aynu-game-world mechanics, aynu-game-things, aynu-game-world existence, game-world theory, game-world powers, game-world-things, …, [more to develop], …, and anything else]

[can include code for the game-engine used to implement, create, and manage the Elu and their game-mechanics, game-things, game-systems, game-existence, game-theory, game-universe, etc]

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