Develop Sylyn objects as the ultimate "pure aynu" things

- Sylyn will satisfy and achieve all of my goals with respect to creating and possessing objects developed and encoded purely in aynu

- I will create an aynu-doc that determines all the game-things, game-powers, game-goodness, game-usefulness and value of a Sylyn object based on its aynu-code; give myself the ones I desire based on their aynu-code (copy the similar description of this from the Elu version, and other docs)

- it takes a sylyn's data sheet, processes it, determines, creates and generates everything about it in the game; this is the document that runs the objects, puts them in the game, and manages them in the game, and does everything for the objects in the game and creates their full game-implementation; which in turn determines its powers, effects, usefulness, properties, characteristics, behaviour, game-mechanics, game-[things], game-world-things, game-value, game-meaning, game-system, gameplay, and anything else about it

(create an aynu version of this description; create an aynu-version of the description of what each document does)::

-> for each Sylyn document, create an aynu-description of what that document does; encoded completely in aynu and aynu-code

-> this will replace english descriptions of what the documents do, and will transcend them, do things that go far beyond them and transcend mortal understanding, theory, and comprehension

-> will include special data, information, development, game-things, creation-code, code, values, descriptions, and meta-data/meta-descriptions for the document; all in aynu

-> eventually everything, even data, values, descriptions, and meta-data/meta-descriptions, will be coded in aynu

...write more notes about the Sylyn here