Main Game Elu objects: [Feanor]

-these are the main kinds of things players will try to acquire and develop, and engage in gameplay with

-there are many types of Feanor, each with their own type of gameplay style, stats, powers, abilities, strengths, weaknesses, attributes, property, flavour, things, objects, structure, Iulion, Adrion, and much more

-they will be the main parts and core of gameplay that players will find fun/aynu-fun/[Aria] and by engaging in certain kinds of Feanor-Gameplay, players will be able be able to achieve ultimate fun/[the ultimate goal]/Elysion/[Effylian]

-Feanor-gameplay will be the ultimate game-play and the greatest game-world with a deeply engaging and fun storyline and ability to roleplay as part of the universe; implements the best kind of open and free universe where players are free to do any kind of thing and roleplay and have any kind of life/universe/reality/[aynu-reality]/[aynu-universe]/[Aeris]

-they will be the main part and core of [the ultimate gameplay: with the ultimate and best Iulion/Adrion/aynu-gameplay/aynu-things/mechanics/systems/models/Elu-things]

-engaging in Feanor gameplay and doing well is the main source of the [Elu-things] and [Elu-objects]; by doing certain game-things/things in Feanor Gameplay, players can acquire [Elu-things]/[Elu-objects]

-that is, incorporate the [Elu-things]/[Elu-objects] into Feanor Gameplay and make them a part of it; make collecting these [Elu-objects] and acquiring them through Feanor-Gameplay, (and even using them to engage in Feanor game-play) an important part of the overall game and a source of [fun/[abstract-aynu-fun]/[Aria], [abstract game-happiness/success/greatness] and [aynu-ultimate-game-thing]/[Ea]

->>certain parts of this provides ways to achieve [Elysion]/[Effylian]/[the ultimate thing I want]

[need to develop much more about Feanor and their gameplay; make this the main focus of my game development and 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)]

[write much more in English, aynu, and aynu-code about the Feanor and Feanor-gameplay, use some stuff from Elu-objects, Megas, Mechs, [the ultimate aynu-things] and many other sources; take the best from everything and combine it into Feanor; need to make this clean/well-structured/designed and make it into the 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)]

-players will try to acquire these objects, develop them, and use the ones they want to in certain kinds of game-battles/competitions, game-world-play, game-development, game-roleplay, game-things/[aynu-game-things], gameplay; players can use different kinds of feanor for different kinds of gameplay

-Feanor exist within the game world, and can be interacted with in the 3D world and has physical extent/effects/powers there

-based on “Mechs”; copy aspects of mechs here; feanor will likely be the final name for them

[these will be the main type of thing around which gameplay will evolve; like civilizations in Civ 5, Nations in EU4, Characters in an MMORPG or ARPG]

-a major component of gameplay and source of fun/[aynu-fun]/[aynu-game-fun]/[abstract aynu-fun: Aria] is to collect the Feanor the player desires and gameplay with them; the Feanor the player desires is determined by the Feanor’s stats/data-components/aynu-data-code and the player’s personal preference and desired/[aynu-desired] [aynu-things] and desired gameplay and the theory of gameplay that determines which stats/data-components/aynu-data-code result in the player’s desired/[aynu-desired] [aynu-things]/[aynu-game-things]/[gameplay-things]/[game-things]/[aynu]/Iulion/Adrion/[things]/game-play/game-things and satisfy the player’s desires/[abstract-aynu-desires]/[Elysion]/[Effylion]

-Feanor and feanor gameplay will have all kinds of { Iulion/Adrion/aynu-gameplay/aynu-things/mechanics/systems/models/Elu-things/Items, game-world-play, game-development, game-roleplay, game-things/[aynu-game-things], game-theory, [aynu], [aynu-struct], [aynu-game-structs], structs, structures, models, objects, [Elu-objects], properties, gameplay style, stats, powers, abilities, strengths, weaknesses, attributes, property, flavour, things, appearances, landscapes, worlds, universes, realities, [aynu-realities], [aynu-game-theory], [aynu-game-systems], [aynu-things], developments, [aynu-developments], …[and more to be developed and added]... } including some of the best ones I want that provides ways to get and achieve [Elysion]/[Effylian]/[the ultimate thing I want] by possessing them

(and aynu/Elu versions of any of the above)