Open Game World

- create map, character interface, and "visuals/user-interface/map" mechanics, 3d world mechanics in which character gameplay and arch-world gameplay takes place

- in character mode, players take control of a character that can move around and interact with an environment, can do anything a real person can do, can explore and can interact with objects/things/structures/structs/aynu-things/[Elu-things]/[aynu]/[things] in the 3d game-world (everything is rendered and created and exists in the 3d open game-world map).

- there is a realistic 3d world in which everything exists and is given a physical manifestation, including the player, and players can interact with each other, talk, engage in actions and explore the environment, and interact with NPC and AI controlled objects and characters

- there are also special map and world modes for other games; can be transported to the other player-interfaces and world-modes for other games

- has a materials and physics engine to allow players to do anything they could in real life

-the players storyline is free to evolve based on their decisions; any kind of storyline can develop based on the player’s choice and the world dynamically evolves; there are arbitrarily many storylines that can evolve based on the choices that players, NPCs, and others make, random events, any other events, and anything else that happens; like real life, the world dynamically evolves based on what happens and isn’t fixed on a single course; what happened influences what is happening, which later influences what happens next