Structure Design and Building:

- Inspired by Distant World's Ship design mechanic

- [need to focus on developing this mechanic and make it the ultimate and greatest mechanic for designing and building structures that do things in game]

- this structure mechanic goes beyond anything mortals can imagine and incorporates the designing and building of aynu-structures with their own aynu-theory that transcends mortal understanding

- based on spending points to design a structure, adding and combining components to create a structure that has certain powers/things/[aynu-things]

-Design and encode data and things about the [Structure Design and Development] Game mechanic and its Iulion, Adrion, structs, structures, game-systems, game-mechanics, [aynu-game-things], objects, properties, game-things, [game-world-things], items, models, [aynu-things], [aynu-structures, [aynu-game-mechanics], [aynu], and any other [things]

- incorporate and merge this mechanic with the [mech]s

- components = parts = [mech-components] = [aynu-mech-components] = [aynu expression for the components used to build these structures/mechs, the building blocks of this mechanic] -> need to find a name for this mechanic and the components used to build these mech-structures as part of this mechanic

- what we can understand and the basic game-interaction operates something like this

-> players decide on the archetype of structure they want to build

-> players design the structure they want to build, that does/is/has the game-play/game-structure/game-things they want, and that does/has/is the game-things/things/[aynu]/Iulion/Adrion/[things]/[aynu-things] they want, including everything about it such as the components/things that they want to put in it, its stats, appearance, data, code, objects, items, Elu-objects, Iulion, Adrion, things, [aynu], [aynu-game-things], [aynu-things], structure, model, systems, game-mechanics, game-structure, game-powers, game-things, ...[more to add], ..., and anything else

-> this design is encoded in the "design sheet" of the structure; each archetype of structure has its own type of design sheet and the design sheet encodes the structure's components/things that they want to put in it, its stats, appearance, data, code, objects, items, Elu-objects, Iulion, Adrion, things, [aynu], [aynu-game-things], [aynu-things], structure, model, systems, game-mechanics, game-structure, game-powers, game-things, ...[more to add], ..., and anything else

-> players acquire the things they need in order to build the object, such as research, resources, facilities, tools, parts, and many other things

-> players order their automata to build the structure

-> player receives the structure and uses it in game, engages in game-play with it and has game-fun, [abstract aynu game fun: Aria], and can do/be/have any other thing with it that it was designed for

- players gain access to different kinds of component objects by having the required research and blueprints

- each component has its own set of stats and requirements:

- the class of component (that determines what kinds of stats it has and what kinds of things it can do)

- its requirements:

- resources, powers, facilities, things, tools, research, other manufactured goods etc. required to make it

- stats that impose restraints on the structure's ability to use the component, such as:

- load

- size

- energy requirements

- additional support requirements

- required number of crew/automata to support and run it

- stats/components can also help to meet or determine requirements; ex. a ship's body size determines how much stuff can go inside, reactors provide energy,

factories can produce resources

- stats and data fields may also include additional code/description indicating how the data-field and stat is used

- ex. in the size field, include additional data/code indicating whether the size stat determines how much space is taken up or how much space is available inside the object to be taken up

- its powers/effects/abilities/things/stats/[aynu-things]/game-things/game-mechanics/game-structure it contributes to the structure it is a part of

There are many different archetype of structures that can be created with this mechanic; each with access to different kinds of things, components, systems, structures, and each with its own special mechanics, structure, schema, and systems for designing, building, and game-playing with the structures

- the "Mechs" are the most general archetype, and can include all other archetypes

- most classes of components have the same overarching powers and effects; but differ in their precise powers, stats and other things; may do some things differently, be better at certain parts of their primary function than others, or have special additional feature, or can be different in any other way

- the class of a component determines its primary powers/effects/abilities/things/properties, with these primary powers being modified and secondary powers/effects/things being added by the particular type/build/make/version of the component

- the structures can also contain their own data/stats/things, that are not part of any particular component; ex. ship class, build size, etc.

- the components usually require certain facilities in order to be manufactured, and then are assembled at facilities for the building of certain classes of structures (ex. ship building yard, mech building yard)

-components can be added to the structure as long as the combinations can support and work with each other and the combination doesn't violate any requirements or restrictions

-components added to the structure add their powers/abilities/stats/things/properties/[aynu-things] to the structure they are a part of, and can be added in various quantities and variations

ex. Ship Design:

- each ship is required to have the following classes of components:

- ship body

- propulsion system

- energy source

- life/automata support systems

- ships often contain the following types of components

- weapons system

-navigation system

- shields

- cargo holds

- research module

- [thing] module

- transport holds

- great hall

- Conference/party area

- [resource] generator

- ...[many other things]

- there are many different versions of the above classes, each with differentiating features

- choose the parts you want to add, the features and properties you want your design to have, as long as you meet the constraints/requirements

- to design bigger and better ships you need to gain access to the research and technical resources/powers required to build them, and also the resources you need to spend to actually create them

- some classes have certain minimally required classes of components (i.e. you need a certain number of components of these classes), and players can go beyond that and add other components to add additional features, powers, properties, things, and [aynu-things], as long as they don't violate any restrictions/constraints such as size, cost limits, support requirements, etc.

- some classes of components may be required if you have certain other components, for example if you add more components, you may require more sources of energy; if you have a crew hold you may need more life support modules, or if you have a module that requires a certain resource, you may need a generator to produce that resource

- the cost to build the ship is determined by the cost to produce the components, as well as additional costs to assemble and combine them; only advanced civilizations will be able to support the cost of building the best and most powerful structures

- all of this is done from an interface, where you can select the basic parameters of the structure you want to build, and can enter and code the stats, data, design, things, and aynu-data for the overarching structure. You can then choose which components you want to add, and any details about them as well; this adds the component's abilities, features, powers, and things to the structure. You can further design any additional things about your structure; each class of structure may also have its own design component unique to the archetype [design more things about the actual game-interface and how the design and creation of structures is explicitly done]

-> only lists the components you have access to and can make

-> includes specifications indicating restrictions on your ability to build and any requirements you may be missing out on

-> displays the resulting stats, design, code, data, things, stats, appearance, data, code, objects, items, Elu-objects, Iulion, Adrion, things, [aynu], [aynu-game-things], [aynu-things], structure, model, systems, game-play, [aynu-game-play], [game-play-fun], [game-play-powers], [game-play-things], game-mechanics, [game-world-things], [game-world-powers], [aynu-game-world-things], game-structure, game-powers, game-things, abilities, attributes, characteristics, powers, effects, capacity, skills, strengths, [things, and game-things, it can do or have], ...[more to add], ..., and anything else (and aynu versions of the preceding) of the structure you design and create in a "structure data sheet" that you can save, along with the recipe and design for creating your structure, which you can store in a "Blueprint"

- the components/objects/[things]/mech-components/[aynu-mech-components] and design-data/structure/code/things/[aynu-things]/[aynu] given to the object determine and create everything about the structure including stats, appearance, data, code, objects, items, Elu-objects, Iulion, Adrion, things, [aynu], [aynu-game-things], [aynu-things], structure, model, systems, game-play, [aynu-game-play], [game-play-fun], [game-play-powers], [game-play-things], game-mechanics, [game-world-things], [game-world-powers], [aynu-game-world-things], game-structure, game-powers, game-things, abilities, attributes, characteristics, powers, effects, capacity, skills, strengths, [things, and game-things, it can do or have], ...[more to add], ..., and anything else (and aynu versions of the preceding)

[much more things to design and details/parts of this mechanic to develop]

[write things I develop about this mechanic here, and I need to develop more things about this mechanic]

[need to create and develop more things/parts of the structure design, creation, and development mechanic]

Template and structure of component:

Component Name: the name of the component

Compatible Structure Archetype: [The class of structure Archetypes these components can be a part of, ex. ship, automata, battle-bot, Lanayru, mech, Utility, etc.]

Component Class: [The class value that determines its primary features/powers/abilities/things]

Prerequisites: requirements such as resources, powers, facilities, things, tools, research, etc. required to make it

Meta-Data: basic data such as weight, size, fuel requirements, and any other stats providing a basic description of the object and imposing restrictions on the ability to use this component as part of a structure

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Game-Data: The main data/code/structure describing, encoding, and implementing the object and its properties/things/abilities/effects/powers/[aynu-things]/stats/[aynu-things]/game-things/game-mechanics/game-structure

Class-data: Any other data/mechanics-code for the object that is specific to this particular class of component/object

[game-things]

[things]

[aynu]

[aynu]

[more things to design]

Ex

[Custom designed Ship Body]

[Compatible Structure Archetype]: Mechs, Ships

Component Class: Ship Fuselage

Prerequisites:

Research: [Free-Form Structure Design Research]

Blueprints: None

Facilities: Ship Construction Yard

Resources: 1000 Eron, 5000 Yrtium, Ship Fuselage Skeleton

Meta-Data:

Size: [Determined by build size]; this determines the amount of space on the ship

Energy Requirements: None

Additional Requirements: None

Game-Data: This is the main body of the ship which holds all of the other components of the ship, the passengers, and any other cargo/things, and any other objects/things/aynu-things/game-things. Its abilities, powers, and all other attributes are determined by the components/objects/mech-parts added.

[Cadenz Shields]

[Kaslon Reactor]

[Meta-data]:

Size: 10

Weight 100

Energy Requirements: None

Additional Requirements: Requires Kaslon fuel

[Game-data]: Provides 100 units of energy

[Cargo Hold]:

[Meta-data]: Size 10000

[Game data]: Allows you to support the storage of 10000 spacial units of objects.

[Research lab]:

[Game-data]: Allows for research to be conducted and allows for creative responses to new problems.

[Karkaron]:

[Game-data]: [Does things when added to your structure]

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Example ship build:

Ship Class: Capital Ship

Build Size: 10000

[other data]...

[Custom Designed Ship Body]: Size 10000

[Habitation Modules]: 100

[Cargo Hold]:

[Kaslon Reactor]

[Eon Grand Cannon]:

[Seeker Missiles]