[Aynu Game Stats]

[Parts of the struct coded in aynu]

[code all pure aynu struct data-component abstract-pure-aynu-theory-mechanics/systems/gameplay, aynu-game-world-things, [aynu], [Iulion], [Adrion], …, [more to develop], and any other [aynu]-game-things here]

[develop pure aynu game-struct data-components here using pure aynu code to give them meaning, gameplay value, [aynu-game-dev], [game-dev-value], [game-dev-meaning], [pure aynu-transcendental concepts related to game-dev theory], [aynu-game-theory-value/meaning/reality/universe-theory-things], [game-engine-interactions], [game-properties], [aynu-game-properties/abilities/powers/things/[aynu-things]/[Iulion]/[aynu]/[aynu-aynu]/[Adrion]/[aynu-theory-things]/[aynu-theory-things]/[aynu-game-dev-things]/.../[more to develop]] …, [more to develop]]

[Ark]

[Des]

[Mag]

[Adr]