Main gameplay notes

> Write notes about concrete game-dev stuff here:

Use inspiration from poe item system: encourage the development of build combinations that combine several effects that interact in interesting ways to produce a powerful build

- take some inspiration form poe on item powers/abilities/effects

- introduce a skill tree/graph

- introduce powerful "one-off" structs/effects that can only be used once per game-play-instance

- create powerful centralized things for gameplay [not sure what I mean by this] to make modifications to gameplay/game-dev easy from one central location

- create a game-dev language for creating anything in the game and create an aynu-game-dev language/code for creating aynu-game-things and for aynu-game-dev

Side note: collecting all the things/wealth/[aynu-things]/value-things/[aynu-coded/written-things] that I desire/want is the ultimate thing I want from game-dev and is my ultimate source of [happiness/paradise/firdaws/Elysion]

- Main gameplay: Multiple pet-structs compete to achieve a certain objective. They can use their own innate skills, abilities, items, gear and any other property/thing/power they possess to achive the objective. The objective can be anything. Powers/items/gear/abilities/.../[more to develop] = game-effect-things. Game-effect-things can have any kind of effect and they can be combined in interesting ways to create new effects. However, using any game-effect-thing costs a certain amount of icons of a certain type: need to generate them using other game-effect-things...[more to develop]

-structs can generate icons which are then used to pay for things in gameplay

-icons can have one of many types - some costs may require certain types of icons

- pets may have different kinds of game-effect-things with special kinds of effects that may be useful in certain types of situations - different kinds of skills/game-effect-things may be relevant to different kinds of object-gameplay: focus on developing your pet-struct's game-effect-things/skills that are relevant for the kind of objective-gameplay you want to be good at

possible things that pet-structs may do in objective gameplay:

[develop all kinds of gameplay and game-dev here, including [aynu] versions]

- investigation

- battling

- crafting

- collecting

- gaining control of certain things

- [special gameplay modes] (ex. king of the hill, base bulding wars)

- wars

- shooters

- fort defense

- [special complex gameplay]

- [any kind of gameplay imaginable]

- [player developed game/gameplay/game-dev-things]

- structure building

- racing

- turn-based tactics/strategy

- grand-strategy-empire-building

- [aynu-developed game-things]

- [aynu]-[aynu]-...

- [aynu game-dev-things]

- ...

- [anything imaginable]

- [more to develop]

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