[NP-like game design]

Arch-Design (design all components of the game):

- Game-world

- Items

- [Aynu-game-components]

- Pure aynu game-things

- Rygel

- [pure aynu-game-structs] [and their pure-aynu game-systems/mechanics/universe/collectible-universe/[game-desire-dev-elysion]

-> [and all the things that make these things achieve everything I want form game development and the ultimate-aynu-writing/code/description, encoded in aynu]

- Pet-structs

- day-to-day gameplay

- sub-games

- the gameplay components that make players want to play for hours every day

- Quests and plot-roleplay adventure gameplay

- multi-player roleplay

- guilds

- major boss fights, dungeon exploration and raids (with your pet)

- neoquest-type gameplay with your pet-structs as your party

- Tactical RPG gameplay with your pet-structs

-> travel through a world freely, encountering things you need to do things and engage in gameplay using your pet's skils, powers, abilities, items, Rygel, and any other property or anything else your pet has (things like fighting enemies, overcoming obstacles, doing things, quests, and anything else imaginable)

- may include things like fighting monsters, collecting special items/Rygel, and discovering lore in a lovecraftian-themed adventure component

special types of activities include

-> fighting monsters

-> completing quests for rewards

-> collecting special items/Rygel/things

-> discovering lore

-> building things

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[Pet Struct Design]

Pet Struct Data Components:

[Species and Species-specific Traits]:

[Game-dev-stats]:

[Basic Gameplay Stats]: {

[Combat]

[Game-overworld-affecting-stats]

[[special-game]-stats]

}

[[aynu]-gameplay stats]

[[thing]-gameplay/game-dev stats/data]

[ [ ] -stats/data ]

[stats/data relevant to a certain game-thing, game-dev-thing, aynu-game-dev-thing, game-mechanic, game-play-thing, or anythign else in the game]

[can have special stats for any component or game-dev-thing in the game]

[Powers/Abilities]:

[Desires/Hobbies/[Game-fun-things]

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[Aynu Game stuff]

[code some game-dev things in pure aynu]

[Rygel: pure aynu items that transcend everything and contain Regulus (finish the ultimate description/code/writing to make it the ultimate thing any player would want to possess]