[Pure Aynu game-object dev notes]

Focus on developing pure aynu ultimate game-dev objects/Rygel that satisfy/are/have/[aynu] everything and every gameplay/game-thing I desire from game-dev

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Also develop data sheets and code to give them game meaning (and pure aynu theory/concepts/meaning/aynu-universe-theory-things) using pure aynu

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Focus on developing classes of pure aynu game objects (and give them aynu-names and aynu code to give them all of their [aynu-game-theory-universe-things], [aynu-game-mechanics], [aynu-game-dev], and any other [aynu-game-things]. Especially focus on creating classes of collectible pure aynu things that have highly [aynu-theory]-[desireable/good/game-play-fun-good] gameplay, game-powers, game-properties, game-things, [Iulion], [Adrion], [aynu], [aynu-game-world-things], [aynu-game-theory-universe-things], [aynu-game-mechanics], [aynu-game-dev], [aynu-game-dev-things], [aynu]-[aynu]-[aynu]-...-[aynu], ..., [more to develop] and any other [aynu-game-things]

Need to develop the whole framework for how I want to develop pure aynu-things and the meta game-dev mechanics for creating and game-developing them (which can allow others, including players, to potentially develop their own in very special circumstances, like rewards for doing exceptionally well in a plot; but this opportunity is transcendentally valuable and allows them to create a thing with the [aynu-code/writing]/[aynu-game-things], [aynu-theory]-[desireable/good/game-play-fun-good] gameplay, game-powers, game-properties, game-things, [Iulion], [Adrion], [aynu], [aynu-game-world-things], [aynu-game-theory-universe-things], [aynu-game-mechanics], [aynu-game-dev], [aynu-game-dev-things], [aynu]-[aynu]-[aynu]-...-[aynu], ..., [more to develop] and any other [aynu-game-things] that they desire/Elysion/[aynu]/[aynu-theory-thing]/[aynu-universe-thing]/[aynu-theory-desire]/.../[more to develop] and is the [aynu-ultimate thing they want from gameplay/game-dev] and [aynu-theory concept code: need to develop the description/[aynu-code/writing to express the ultimate concept of desire/Elysion and the ultimate thing I'm supposed to feel by collecting the things I desire/[aynu-desire]/[aynu-theory-desire]/[elysion] in the game: the transcendental aynu-version of ultimate satisfaction and the ultimate thing anyone could desire (in the classical case this is love)]

And some pure aynu-things will just be good/[aynu-theory-good]/[aynu-gameplay-good]/[aynu-good-in-the-game]/[have desireable properties in the game]/[have good properties in the game as determined by the game-mechanics/game-systems]/[have good [aynu-things]]/[have [aynu-theory-good] [Adrion]]/[have [aynu]-[aynu] [[aynu][aynu]-[aynu]]]/[[aynu]-[aynu][aynu]+[aynu][aynu][aynu]]/.../[more to develop] in the game as determined by [aynu-game-dev/things/systems/mechanics/[aynu]]/[Iulion]/[aynu-game-world-things]/[Adrion]/.../[more to develop]

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However, which objects satisfy the above description will depend on the type of gameplay the player finds fun/enjoyable/[aynu-theory-fun]/[aynu-theory-gameplay-fun]/.../[aynu-theory-concept of gameplay fun]/[aynu-version of game-fun]/.../[more to develop], which determines their most enjoyed/desired game play style, the pure aynu objects they consider to satisfy the previous (ultimate aynu-theory) descriptions and therefore wish to collect and possess/display in their gallery and/or use in game play or [aynu-game-play]/[aynu-game-dev-play]/[aynu-game-things]/[aynu-game-theory-concept]/[aynu-game-world-things]/[aynu-aynu-aynu]/[[aynu]-[aynu-game]]/.../[more to develop - aynu].

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For each type of gameplay as above, there are pure aynu objects that can be game-played/[aynu-game-played]/[aynu-gameplay] with in that way and enable the player to engage in that kind of gameplay and pure aynu objects the player will find fun/enjoyable/[aynu-theory-fun]/[aynu-theory-gameplay-fun]/.../[aynu-theory-concept of gameplay fun]/[aynu-version of game-fun]/.../[more to develop] to gameplay/[aynu-gameplay] with in that style (and collect)