- control an account, try to gain as many resources/items/game-structures as you can

- just write pure aynu-documents to develop the game

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- players can build structs and give them items/Rygel/[aynu-game-struct-things]/[power-move-things]/[game-struct-things]/[aynu-game-things/structs] that give them special powers/abilities/things/[things-they-can-do] in the game/[aynu-game-world]

- start with a neopets-like base, incorporate pet-like structs and many other kinds of game structs

- players can design their own game-structs and gameplay that uses them

[Neopets-like base]:

[start design of Neopets-like base here]

[Special Resource Creating things]::

[Adamantium Creator]:[Used to produce [Adamantium]][Can be leveled up and improved/developed to become better at producing adamantium]

[Special Resources/Elementios]:

[Adamantium]:[properties that can be used to determine what this resource can be used for]

[Naekron]:

[Pet Like Structs]::

[Items]::

[Ultimate Desire Object: Elysphon]

[Ultimate desire description]

[Ultimate desire aynu-code/writing]

[Thing that grants special powers in the game]:

[more to develop]