Collectible/[Abstract Desire/Goal/Focus] Objects [name pending]:

These are the objects that players will try to acquire, and will motivate their participation in gameplay. Players will be abstractly [happy/fun/satisfied/fulfilled/[the ultimate goal in life]/[something that transcends the best thing imaginable]] by possessing these things and the ultimate and greatest goal in the game will be to possess and [abstractly play with] the ones that you desire. Which [objects] you desire and what they do/play for you and which [abstract ultimate purpose] they satisfy, is ultimately determined by their aynu-data-structure. Like hot girls, different players will want different types and do/play different things with them…(copy other stuff here, these objects will encapsulate everything I want). These objects can have value that transcends all other things and therefore [the members of this class of objects that you desire] is, for the player, better than anything else, and could, in principle, be traded for anything. These objects >> Ryku >> Players. For anything and everything, there is an [object] for it. The [best thing - aynu ] in the game is to possess and interact and [abstractly use/engage/cuddle/play] with the ones you [abstractly desire/enjoy].

Players will be given [the ultimate fun/value/purpose/winning-ryku] by possessing and playing with these objects.

* leave room for customizing parts of great objects to satisfy [abstract creativity/desire/fun], allowing the player a sandbox to create any world/thing/reality/paradise/game/toy/object that fulfills [any abstract theory or concept]
* have the ability to code anything [a complete open physics-turing-complete sandbox]
* players will have [the ultimate-aynu-fun/complete aynu-paradise-satisfaction] by possessing and game-playing with these objects
* I will be [completely-aynu-happy/[the greatest-aynu-thing]/[the thing I’ve been trying to achieve]/Ryku ] when I have the objects that I want in my safety deposit box and [aynu-play] with them

Some other things described by their aynu-data:

* what kinds of [abstract aynu-desires-hobbies-games-fun/enjoyment/paradise] it satisfies
* interactions with others and how it fits together with other things and mechanics and plays with them
* anything and everything
* the aynu-things and aynu-theories it has and interacts with, the aynu-theory-concepts and abstractions it has and is described by and the way it has them and is described by them
* the aynu-theories that determine it and make it up, and the type and way they do this
* what kinds of things it can be used for and its role and influence in the game
* its game effects, values, powers, purpose, goals, things, including aynu-game effects and versions
* the abstract-aynu-goals-purpose it satisfies, and which types of players will be [the ultimate thing: completely and utterly [aynu-happy/satisfied/ryku] and fulfilled in the game and life for eternity] by possessing and [abstract aynu-playing/using/interacting/loving/gaming] them (find other and better ways to say this, which is basically the best, greatest, and ultimate thing that I want from creating and playing this game)
* the parameters for its “open-sandbox-struct” component where the aynu-components and interactions with aynu-theory-concepts and game-world-mechanics can be customized
* [anything else can be added/copied]
* [the ultimate thing-ryku]: what things it is granted by ryku
* can partially customize and develop some of these objects
* can create any games or aynu-games you desire and find [abstract-aynu-fun] from subclasses of these objects, with room to customize and develop your objects in any way and using any aynu-theory or mechanics: can create games that are better and transcend games such as Europa Universalis 4, Civilization, Distant Worlds, Endless Legends, etc
* can partially customize and modify/develop/train some objects to suit any [abstract-aynu-thing/goal/purpose-value/.../[the greatest thing]]
* can use structs to create [abstract-aynu-games] that you find [abstract-aynu-fun/desirable/[the greatest thing]/[the thing you want to do forever and transcends above all other things and is beyond description and goes beyond fun to play forever]]; their interactions and [aynu-propertie/effects/theories/things] can replicate any game-mechanic and any game-world or game-type/genre or game-system, and allows for customization/development/bonding/creation/making/creativity/neopet-development/civilization-empire-city building
* [more]
* [things]...

How they fit into Gameplay:

In general, the main goal of the players is to acquire the [great objects] they desire, develop/[abstract development/growing/training/improving/customizing/etc…] them, and then ([abstract play with them]/[abstract use/interact with them]/[abstract do things with them they consider to be [the ultimate fun thing]]/interact) with them in ways determined by the object and its development (the things they can do/be/have/[anything]/[things]/[abstract aynu-things] is determined by the type of object and its developments/[abstract developments]).

Players will play games, do many things, and compete/battle in order to acquire the [great objects] they desire and the things/experience/powers/research/capabilities they need to develop/improve/create/customize/[abstract develop] them.

Abstract Data:

What I’ve written so far is only a crude approximation. The rest can only be encoded using the aynu, and transcend mortal concepts and understanding.

Abstract concepts describing these [great objects]:

[Ryku] [Tyrael] [Elysion]...

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