Pokemon-Like Structs: Mechanics

Abstract Object-Struct Combat/Gameplay: A system to give abstract aynu-things value/meaning/purpose/use/power/[good-things]/[interesting gameplay mechanics]/desireability/[interesting game theory]/[many more things…].

* gives them everything I want
* create special values, systems, stats, abilities, talents, constructs, powers, things, etc. to make all objects interesting, unique, special, collectible, desireable for different things, and be good for different things
* depending on what the player wants in the context of the game system, the player will want different poke-structs, and components of the game system will motivate acquiring/using/playing with different pokemon+neopets-structs/things
* collectibility/valuation similar to pokemon and neopets, but add more things/values to make different things truly unique/special/pretty/[abstract-desireable] and motivate players to collect/use/play with the ones they want to or consider “good/powerful/[abstract-game-good/desire/want]” based on the game-system
* the pokemon-structs can be used for many different game-modes, which can use their different attributes, stats, powers, effects, actions, moves, skills, things, items, structs, components, etc
* add stats/components/things to make me desire/want/[abstractly want some game-thing, motivated by the game-theory/system] certain poke-structs, as well as paths/systems of development unique to the pokemon-struct that can make a player desire it and makes the player [abstractly happy-fun generated by the game] because of developing it a certain way they want and possessing/using/playing with the possessed object
* players can be made happy and have fun as a result of the work they put into developing certain pokemon-structs, and then using/playing/[game-playing]/[playing with their struct within game-systems] them