Struct Class 1:

(aren’t necessarily objects, can capture entire abstract mechanics, anything about a game can be formulated as a struct class)

Description:

[Valyrion] [Tyrael] [Elysion] [Wratheon] [Varion] [Eriador] [Formenos] [Pharos]

Game System and Mechanics:

Template:

|  |
| --- |
| Name: |
| Pic: |
| [Aynu Component 1]: |
| [Aynu stat 1]: |
| [Aynu Game Effects and Things]: |
|  |
|  |

Component Strucutures:

[Aynu Component 1]::

[Arnor] [Tyrael] [Eldar] [Tyrios] [Megara]