Concrete Mechanic: Automata/Pokemon-structs

Special Units that can have their own stats and features. Can be used for many different things and developed for many different purposes (copy notes).

Mechanics Outline:

How To acquire them

Different Types

Game Mechanics and Systems

Implementation

Game Play and Uses

Combat/Competition/[Things to do/gameplay]

ex.

|  |
| --- |
| Name: Dracolith |
| Type: Battle |
| Stats: 100 Power |
| [Aynu] |
| [Special Things] |
| Items: |
| Desires: |
| Characteristics: |
| Special Data |
| [Things] |