Game Creation Concepts:

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Objects: Game Components

Common Expressions: table/data sheet of different components/data/values that make up the struct

Formats:

* data sheet/table/card
* code markup and script language
* special data structures and extendible data formats for development

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Engines

* take in objects and based on special parameters, do something

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Framework/Schema/Systems

The game “world” and systems that give meaning/value/thing/[abstract aynu-things]/[abstract aynu-concepts]/power/purpose to everything

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[Concrete/Abstract Thing]

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Abstract aynu-object game-systems/schema: A system to give abstract aynu-things [any abstract thing] or use/play with them in [any abstract way]