Structure Development Objects:

[name]:

[Specs]:

[Basic Data]:

[Powers]:

[Special Data]

[Data giving it special content, powers, value, and anything]:

[Main Things]:

[information about the [things I care about the most with respect to this object]]

[Special things this object has/is/[abstract theory things]]:

[anything else I desire..]

[ [to design information/essence/construct category] ]

[Game-Mechanics]:

[Game Systems and interactions, stats, special effects, and anything else]

[Special info]

[Specially designed data categories that can encode/create many different things, which many different kinds of players may want and use to play/interact/engage many different kinds of game systems/mechanics/structures/styles, especially do/be/create/[abstract aynu-thing] everything I want, and raiku]

[abstract designed category whose description transcends mortal concepts and can only be described/encoded by the aynu]

[abstract aynu-encoded thing]