Design collectible structs that can be used to play games/battle but can also be displayed in a gallery/collection and players can compete with each other to try to get the best collection

- there is a system for determining how valuable/good/powerful/[things]/[abstract-aynu-thing] a collection is based on the structs in the collection and how valuable/good/powerful/useful/[thing]/[abstract-aynu-thing]

- inspired by TCGs/Pokemon/Neopets/EVE/[other games]

- players can trade, buy, and sell structs

The structs are items and have their own data components, tags, properties, effects, powers, attributes, art, and other things that determine them and make them. They can also be developed and have their stats/things improved, can be given objects, items, and gear; similar to mechs; can be built up

also copy the item gallery mechanic description I wrote in My Game Files

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- design collection and collection-object/struct acquisition and development mechanics; develop mechanics for competitions/gameplay between collections

- create rewards/prizes/achievements and storyline/plot development for building good/valuable/powerful collections

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Design Format, structure, and gameplay of structs. General Template as follows:

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Struct template:

[Description of struct and its gameplay]

Struct Data components:

[name]:

[Data component]::[Description and gameplay info, any other information about the component]

[thing]::[Description and information about the thing]

...

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[Struct Gameplay Engine]

[use aynu-code to implement the engine responsible for generating the structs in game and creating their game-play and game-interactions, existence, actions, properties, movement, powers, things, effects, art, essence, and any other game-things within the game-world]

[name]:[name engine]

[data component]:[sub-engine responsible for handling the data component]

[thing]:[sub-engine for handling, implementing, creating, and processing the thing]

...

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[Struct Data Sheet]

(this effectively "is" the object and creates it in the game; these are the data sources for the object and having these data files in your inventory is equivalent to possessing and being able to do anything you want with the object)

(owning this data sheet is like owning the "trading card", and is equivalent to the struct itself)

(to do anything to the struct, you can do it to the data sheet; including trading)

(this data sheet implements and creates the struct from its data; the game-engine takes this data and uses it to create the struct inside the game world and allows it to determine its game-play and game-things, as well as game-powers, effects, values, interactions, actions, things, properties, art, physical attributes, game-play, and anything else)

[name]:

[data component]: [data]

[thing]:[things]

...

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* can also design struct data sheet using structure similar to DOM markup language; especially "DOM tags"
* <[tag-data name] | options data > [data] </[tag-data name]>

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- gameplay structs typically have dynamic/[abstract-interesting and ever-fun, getting better, more fun, interesting, better game, abstract-dynamic, abstract things I can’t describe] and evolving/[abstract things I can’t describe] gameplay and value/meaning/purpose

* structs aren’t necessarily confined to a rigid set of boundaries; they can have their values/purpose/things/powers increased, and can be transported to game worlds beyond our imagining and interact with them
* can use imagination to construct all kinds of structs and struct-mechanics/systems/models and gameplay/struct-gameplay/game-worlds/game-laws/game-reality

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- you can build mechs to do anything you need or want; build them for virtually any use/purpose

- need specialized struct for certain games

ex Pokemon-like team combat/game-play where each team member can do things and participate in gameplay to achieve an objective (many different formats)

- combat stats

- move/power pool

- item gear

- special powers

- other factors

- other things

Struct:

[name]:

[Artwork/images]:

[basic stats]

[Combat stats]

[game-play-stats]

[open-shared-game-world stats]

[game-world data]:

[things]

[special effects/abilities]

[special things]:

