[Special-pure-aynu-items/Rygel/structs/[anything]]

[do pure aynu game-dev here: all sorts of aynu-game-things will be developed here using pure aynu code that will give them all of their [pure-aynu-game-dev]/[pure-aynu-theory-things]/[pure-aynu-theory-game-dev-things], …, [more to develop], and much more and [anything else - developed with pure aynu code/writing/theory]

[develop [aynu] game-objects, Rygel, and game-structs here using pure aynu code/symbols/writing (will eventually need to move to an editor that supports custom symbols) ]

[write aynu-code for these objects here. This code is what gives these objects all of their pure aynu game-dev and creates them in the game and gives them all of their game-powers/properties/traits/.../[aynu-theory-things]/[aynu-theory-game-things]]

[do all of my pure aynu game-object/struct/rygel/[anything] development here and do it in great detail with all of the necessary game-engines/code/data contained in each object’s data sheet and created using pure aynu code/writing]

[eventually stop using english and write everything and all [aynu-theory-game-things] and all game-development/creation things about these objects using pure aynu; write all game-system/mechanics/[engine] and [aynu-game-engine/mechanics/systems/creation things] and all description and [aynu-game-reality/theory] using pure aynu and aynu symbols/text/writing/code structures]

Can be used to create and game-dev, using pure aynu, any item, game-object, game-struct, [game-thing], [aynu-game-thing], Rygel, Iulion, Adrion, [aynu-game-struct], ..., [more to develop] and give it any data, text, writing, code, [aynu-code], [aynu-writing], [aynu-symbol/glyph/thing-code], [aynu-things], [aynu-game-things], [aynu-game-dev], [aynu-stats], [game-data/stats/mechanics/properties], [aynu-game-properties/powers/abilities/things], [aynu-game-systems/mechanics/special-powers], [[aynu][aynu][aynu]], [[aynu]-[aynu]-...], [Adrion], [Iulion], [Rygel]-[aynu-things], ..., [more to develop] (and aynu-versions) } {describe explicitly and create the mechanics and game-code/game-systems for all of this here and create everything necessary to fully create and implement this item and all of its game-things/dev/powers/effects/data/stats/[aynu-things]/[aynu]/[Adrion]/[Iulion], ..., [more to develop] here.

...

[more to write]

…

[more to develop, create some more english writing necessary to completely develop the theory of pure aynu development so that I can understand it then recode it in aynu]

[also copy and consolidate all desireable texts from other documents pertaining to pure aynu game-object/struct development

[asym] = [aynu-symbol]

[Name]::[aynu-symbol][aynu-symbol][aynu-symbol][aynu-symbol][aynu-symbol]:: {

[asym][asym][asym][asym]:: {

[asym][asym][asym][asym][asym][asym]-[asym][asym][asym][asym]

[asym][asym][asym][asym][asym][asym]:[asym][asym][asym]

[asym][asym]/[asym][asym][asym]/[asym][asym][asym][asym][asym]

... [more to develop] [write more pure aynu code for game dev]

}

[pure aynu game-object/struct/Rygel component/thing/[aynu-thing]/[aynu-theory-thing]/[aynu]/.../[more to develop]]::{

[pure aynu game-dev-code]

[pure aynu game-theory code]

[pure aynu game code/dev/writing/things/[aynu]/[aynu-theory-things]]

}

[pure aynu game-stat/value/thing/[aynu-thing]/[aynu-theory-thing]/[aynu]/.../[more to develop]]::{

[pure aynu game-stat values]

[pure aynu game-data values]

[pure aynu stat values/[meaningful game concepts]]

[pure aynu game-data/effects/powers/[abstract aynu-things that have game-meaning]

[pure aynu game-dev-code]

[pure aynu game-theory code]

[pure aynu game code/dev/writing/things/[aynu]/[aynu-theory-things]]

}

.

.

.

[more to develop] -> [pure aynu game-dev-code]

}

[name]::[]::{

}

...

[more to develop]

[do more pure aynu game-development/creation here]

...