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

[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]

[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 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]

...