Game World Development: initial notes of things to be developed:

- game assets

- persistent world

- develop game system for handling everything or entity that can be identified, named, addressed or handled, in any way whatsoever

- develop game assets, including visuals/graphics

- develop sandbox game components and freedom for players to play and develop their own path in the game

- there is no end to the game; there will always be more things and activities to explore and do in the game and new content, campaigns, stories, and other game content is continuously being added

- player characters exist in an open, persistent, shared sandbox world where the main gameplay takes place, including things like quests and story activities

- shared with other players

- the game is continuously being expanded and all account characters, items, and all other possessions are carried over and persistent across all updates to the game

- game can interact with other games

- All items, game-objects, game-structs, Rygel, ..., (more to develop) (and aynu-versions) and all characters, player-characters, npc, entities, locations, stories, plots, gameplay, [aynu-game-things], [game-dev-things], [aynu], [aynu-theory-things], [aynu-game-things], ..., [more to develop], and everything else all exist and do things and take-place in the game-world (need to develop the mechanics for this)