Aynu-Game-Struct-Development:

There are many classes of aynu-game-struct that players can seek to acquire and develop. Each game-struct has a set of aynu-data fields. The class mechanics document for each class of aynu-struct includes aynu-code that creates and implements all of the necessary mechanics, game-play mechanics, systems, data fields, properties, and abstract-aynu-theories /gameplay/systems/mechanics/[more to develop] that each class of aynu-struct interacts with and is a part of, and which gives each class of aynu-struct their aynu-game-play mechanics, systems, powers, [abstract aynu-theory], [Elysion][Tyrion][Sirion][Esoteria][Deklein] - [more aynu code to develop]. The data in each abstract aynu data field has game-play properties and mechanics that interact with the code in the class mechanics document. This interaction between the data possessed by the object and the code in the class mechanics document endows the game-struct/object with abstract-aynu game play properties/things/powers/mechanics/systems/effects that will cause certain players to value, [Elysion][Tyrael][Azrafel][Sakurai][Asakai] and [abstract aynu concept transcending value/desire/want/[ultimate thing I want from game development] the game struct and want to possess and collect the object for the game-play value it has resulting from the aynu-code it has in the particular aynu-data field that is relevant.

In summary: the abstract aynu-code in each abstract-aynu data field endows the aynu-game-struct/thing (such as Sylene) with abstract aynu game-value, game-play value, value, aynu-utility, aynu-game-mechanics/systems/effects, [Elysion][Tyrael][Azrafel][Sakurai][Asakai] , [Elysion][Tyrion][Coronis][Artorius][Antorus][Sirion][Exodius][Azrafel], [Elysion][Tyrion][Sirion][Esoteria][Deklein] - [more aynu code to develop] and more [abstract aynu game-play things that transcend mortal understanding. These factors will motivate players to [abstract-aynu-desire/value/want], [Elysion][Firdaws][Aynu][Ero][Tyrion][Tyrios], [achieve the ultimate aynu-thing I want from game development which is only encodable and understandable through aynu-code by collecting and possessing these objects] and motivates players to collect and possess them for either their abstract-aynu-game-value, [Elysion][Firdaws][Tyrion][Ero][Coronis], [aynu-code expressing ultimate game-value-things], game-play use, [abstract-aynu-code expressing ultimate desires that make the player happy in a way that transcends mortal comprehension and can only be encoded using aynu-code], [Artorius][Coronis][Ho][Megas][Coronis][Tyrion], or any other [abstract-aynu-theory-reasons], …, [more to develop] that results from and is created by the abstract aynu-code each aynu-game-struct possesses. There are many different kinds of [abstract-aynu-structs] that will appeal to different kinds of players for many types of reasons. The theory of what aynu-structs are desirable/[Elysion][Firdaws][Tyrael][Azrafel]/[Coronis][Antorus][Sirion][Wardramon] for what abstract-aynu-theory-thing is determined by the code in the class mechanics document.

Players will want to collect many different kinds of abstract aynu-game-structs, and each player will have their own reasons for wanting a particular game-struct. Different aynu-code will create different reasons for wanting to collect an object and while some aynu-structs will not be desired by everyone, almost every aynu-struct will have a player with a set of [aynu-theory-reasons/desires] that will desire the struct for those [abstract-aynu-theory-reasons/desires].

There are also many different game-play reasons that can be relevant when determining whether a struct is desirable.

 For each data field/component of an aynu struct, there is a field in the class design document with the following format:

[name of field] < tags and values >:: {
[aynu-code implementing all of the mechanics, aynu gameplay, aynu-game-mechanics, aynu-game-play mechanics, systems, powers, [abstract aynu-theory], [abstract aynu-coded things that transcend mortal comprehension]: [Elysion][Tyrion][Sirion][Esoteria][Deklein] - [more aynu code to develop]

}

Tags can include things such as:

[developable] - means the data for a struct can be modified and developed according to certain mechanics that endow value to harder-to-obtain values of aynu-data/code

[aynu-code]