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 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.

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 objects 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]