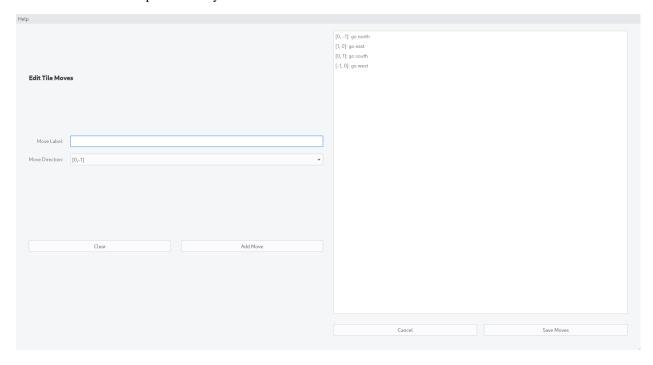## 0.1 Edit Moves Form

This is the form that is opened when you click the "Edit Moves" button within the Edit Tile form.

- Move Label: the name of the move as seen by the player. The move is executed after the player enters the move label into the game's text prompt. The label of a move, like the name of a tile, is a unique identifier and reusing a label will result in overwriting the move that previously shared the label.

- Move Direction: the "coordinate delta" of the move which as explained in section 2.2, mathematically represents the change in X,Y coordinates which is applied to the player after they execute the move.

- "Clear" button: erases the current list of moves for the tile being edited. If this is clicked accidentally, simply cancel the Edit Moves form and reopen it from the Edit Tile form.

- "Add Move" button: adds the new individual move (as defined by the label and direction specified in the above input fields) to the tile's overall list of moves.

- Cancel: closes the form without saving changes.

- Save Moves: closes the form while saving the updated moves to the parent Edit Tile form.

- On the right-hand side of the form there is a large read-only list box which displays the list of moves currently assigned to the tile being edited.