

0.1 Edit Tile Form

Help

Edit Tile Properties

Name:

Type:

X Coord: - +

Y Coord: - +

Narrative Text:

Description:

Return text:

Within this form you can edit the properties of individual tiles. The visible UI components for editing properties are as follows:

- **Name:** the unique identifier for a tile, unseen by the player but cannot be reused.
- **Type:** the category of tile, which defines how the user interacts with it. Categories include `basic_room` (simply displays text), `enemy_room` (contains an enemy for the player to fight), `item_room` (contains an item that the player picks up), and `victory_room` (identical to a basic tile, except the game ends after the player enters it).
- **X and Y Coords:** the X and Y coordinate values of the tile, representing the tile's location within the game-world. Both the X and Y coordinate values must be greater than or equal to 0.
- **Narrative Text:** the words that the player sees upon entering a tile of any type for the first time.
- **Description:** the text the player sees when they enter the "look around" action. Should contain a more detailed description of the environment within the tile.
- **Return Text:** the text the player sees when they re-enter the tile after having visited it before. For example, if this were an `enemy_room`, the Return Text should contain something like "a defeated enemy lies on the floor".
- **"Edit Element":** This is greyed out because the tile is currently selected to be a "basic_room" type. Otherwise, this button would either open the Edit Item or Edit Enemy form, depending on whether the tile is of type "item_room" or "enemy_room" respectively. The text label of the button changes correspondingly as the tile type changes as well.
- **"Edit Moves" button:** this opens the Edit Moves form, allowing you to edit the list of moves for the tile.
- **"Cancel" button:** this will close the form and all sub-forms without saving any changes in the game-world..
- **"Save" button:** this will close the form and all sub-forms while saving all changes in the game-world.