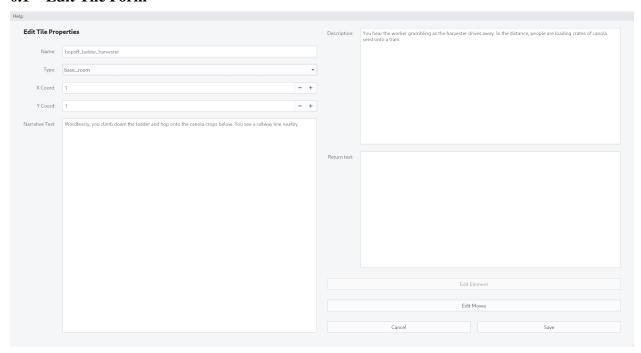
## 0.1 Edit Tile Form



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.