

0.1 Edit Item Form

This is the form that is opened when you click the "Edit Item" (otherwise "Edit Element") button within the Edit Tile form, when the tile is of type "item_room".

Help

Edit Item Properties

Name:

Dmg Type:

HP Effect: - +

Quantity: - +

Is Healing: ☒

Effect Text: You consume the purple potion and instantly feel more energetic and alert.

Cancel Save Item

- Name: this is the name of the item within the game, and it will be seen by the player.
- Dmg Type: the damage type of the item; in more complicated narratives this feature can be used to enrich game-play. A weapon of a specific damage type interacting with an enemy of the same damage type deals potentially massive damage.
- HP Effect: the maximum amount of damage inflicted by the item if it is a weapon, or the amount of player health the item heals if it is a consumable healing item. Note that the maximum player HP is 10.
- Quantity: the number of items contained in the tile overall. Note that an `item_room` tile may only contain one type of item, but may possess multiple items of that type.
- "Is Healing" checkbox: Determines whether the item is a weapon that inflicts damage, or is a consumable healing item instead.
- Effect text: the text displayed to the player after consuming a the item, only relevant if "Is Healing" is checked.
- Cancel: closes the form without saving changes.
- Save Item: closes the form while saving the item to the parent Edit Tile form.