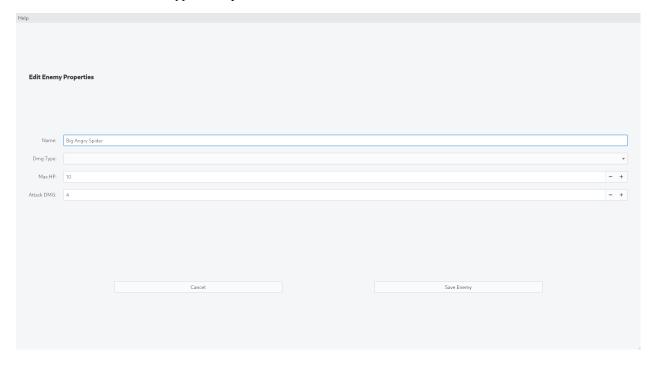## 0.1 Edit Enemy Form

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

- Name: this is the name of the enemy within the game, and it will be seen by the player.

- Dmg Type: the damage type of the enemy; in more complicated narratives this feature can be used to enrich gameplay. A weapon of a specific damage type interacting with an enemy of the same damage type deals potentially massive damamge.

- Max HP: The maximum number of health points carried by the enemy. Note that the player character starts with maximum health at 10 HP.

- Attack Dmg: The maximum amount of HP the enemy can detract from the player during one turn of a battle.

- Cancel: closes the form without saving changes.

- Save Item: closes the form while saving the enemy to the parent Edit Tile form.