

## Part 16 - Jelly Monsters

We need something to create challenge in the game. Alien jelly monsters are the obvious choice. Lots of them. Here's a sprite sheet for the monsters:



Right click and save to the data/anim folder as "monster.png".

Create graphics from the sprite sheet in the config:

```
[MonsterGraphic]
Texture          = monster.png
TextureOrigin    = (0, 0, 0) ;required by the animation system for sizing.
TextureSize      = (32, 32, 0)
Pivot            = center
```

We need an object:

```
[MonsterObject]
Graphic          = MonsterGraphic
AnimationSet     = MonsterAnimationSet
Position         = (90, 90, 0)
Scale            = 2.0
```

Then to define the animation set and the one animation we need:

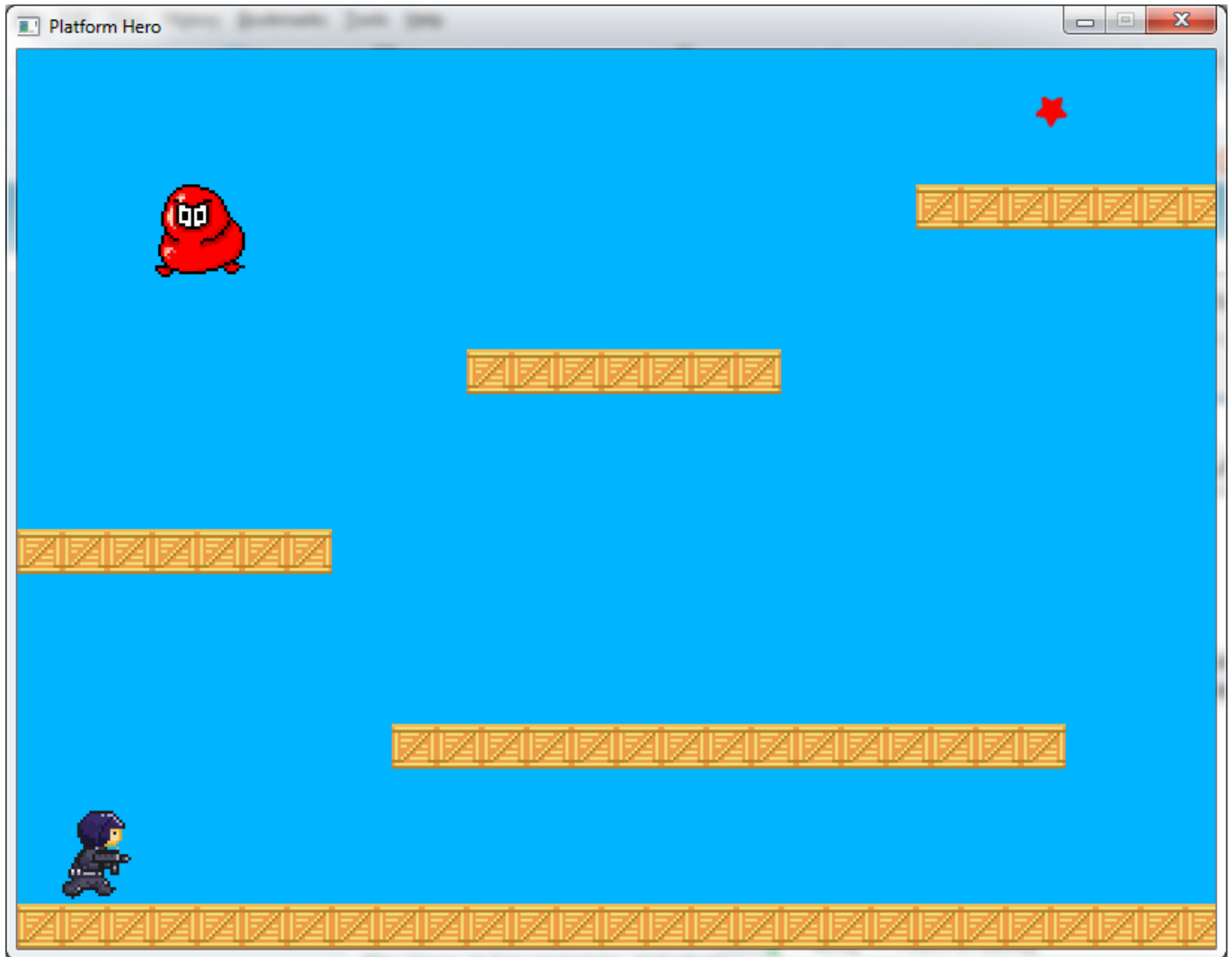
```
[MonsterAnimationSet]
Texture          = monster.png
KeyDuration      = 0.1
FrameSize        = (32, 32, 0)
MonsterWobbleAnim = -1 ;use the entire sheet
StartAnim        = MonsterWobbleAnim
MonsterWobbleAnim-> = MonsterWobbleAnim
Pivot            = center
```

Just so you can see the monster working... add a MonsterObject to the Scene childlist:

```
[Scene]
ChildList = PlatformObject # MiddlePlatformObject #
TopLeftPlatformObject # TopPlatformObject #
TopRightPlatformObject #
```

## StarObject # MonsterObject

Run the game and you'll see a monster wobbling in the top left hand corner of the screen:



We need more than one monster, very soon we'll make lots of them drop out of the sky.

Last job is to give the monster a body and ensure he collides with platforms, bullets, and our hero:

```
[MonsterObject]
Graphic      = MonsterGraphic
AnimationSet = MonsterAnimationSet
Position     = (90, 90, 0)
Scale       = 2.0
Body        = MonsterBody

[MonsterBody]
Dynamic = true
PartList = MonsterBodyPart

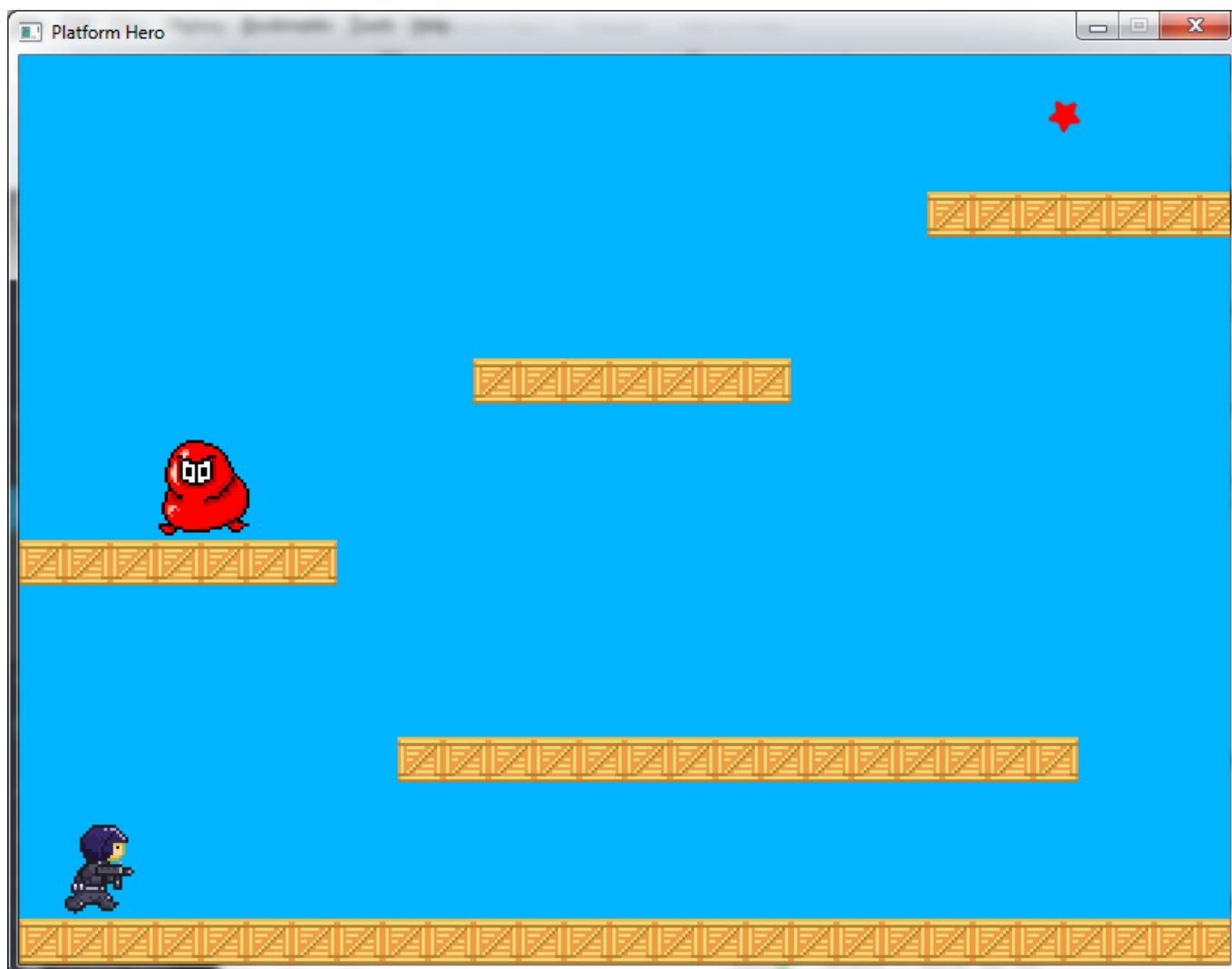
[MonsterBodyPart]
```

```
Type      = box
Solid     = true
SelfFlags = monster
CheckMask = hero # platforms # bullet
```

And add “monster” to the PlatformBody so that collisions work on both object types:

```
[PlatformBodyPart]
Type      = box
Solid     = true
SelfFlags = platforms
CheckMask = hero # monster
```

Run it again and the monster should drop nicely onto a platform.



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