## 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:

We need an object:

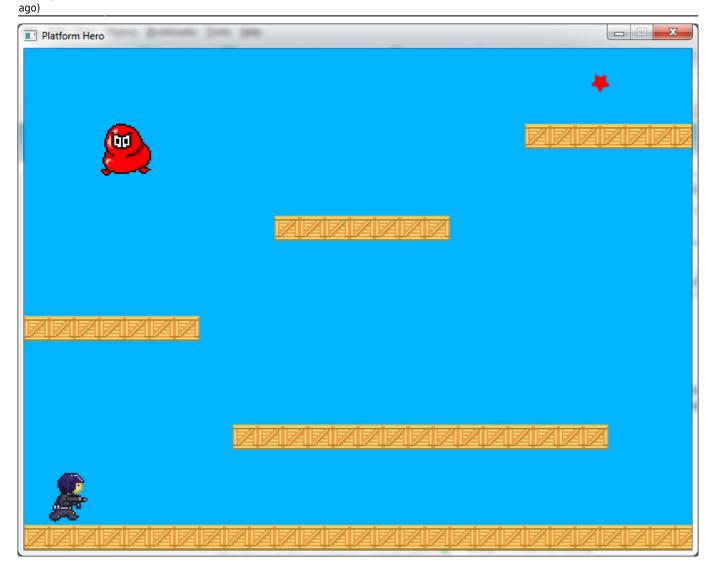
```
[MonsterObject]
Graphic = MonsterGraphic
AnimationSet = MonsterAnimationSet
Position = (90, 90, 0)
Scale = 2.0
```

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

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:



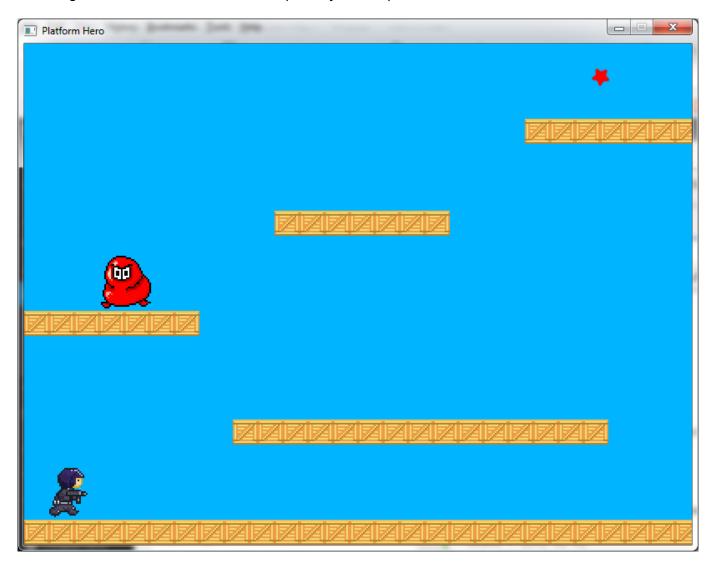
We need more than one monster, very soon we'll make lots of them drop out of the sky.

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:

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



Next: Part 17 - Timeline Tracks.

