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
```

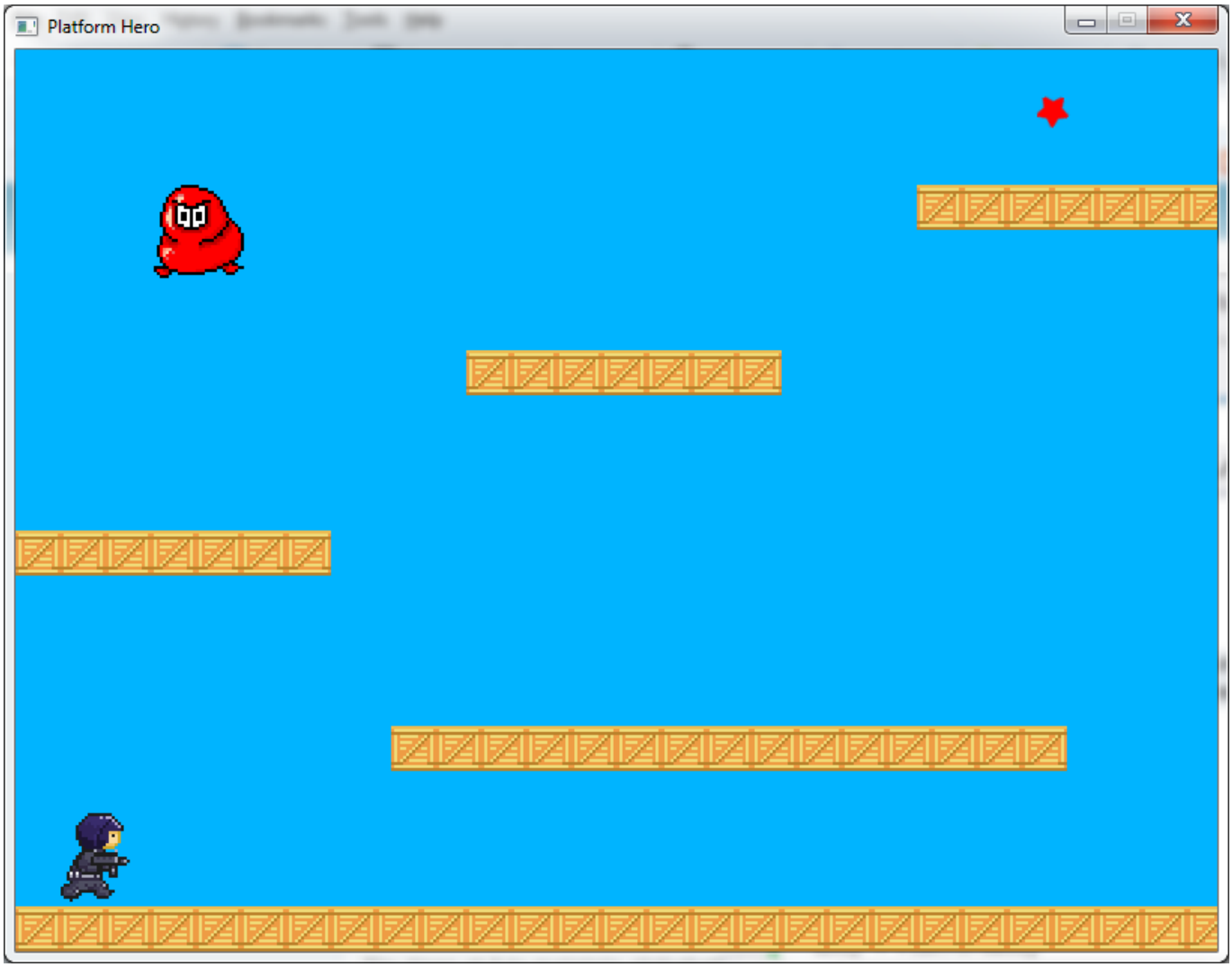
Then to define the animation set and the one animation we need:

```
[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.

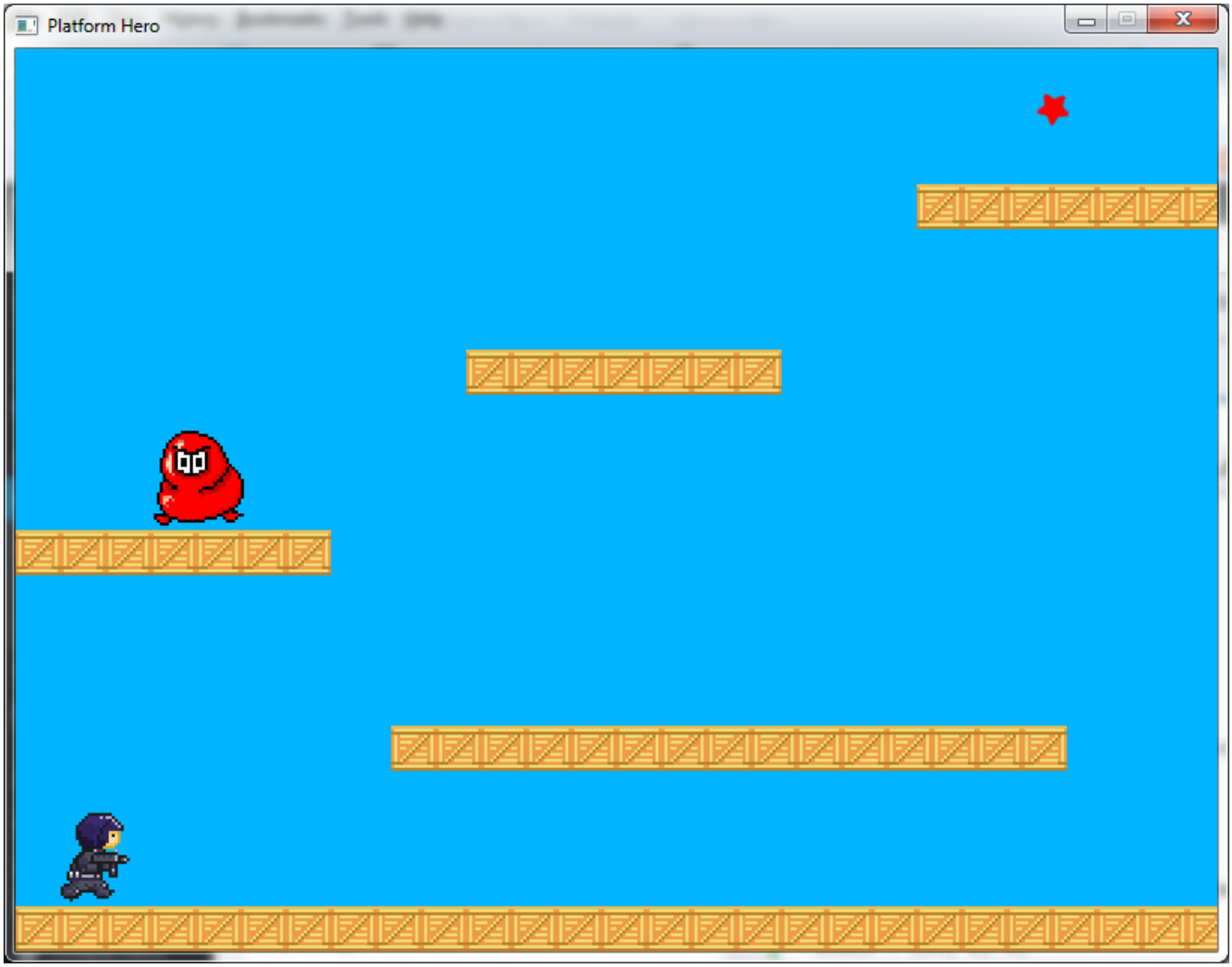
Last job is to give the monster a body and ensure he collides with platforms, bullets, and our hero:

```
[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.



Next: Part 17 – Timeline Tracks.

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