

## 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:

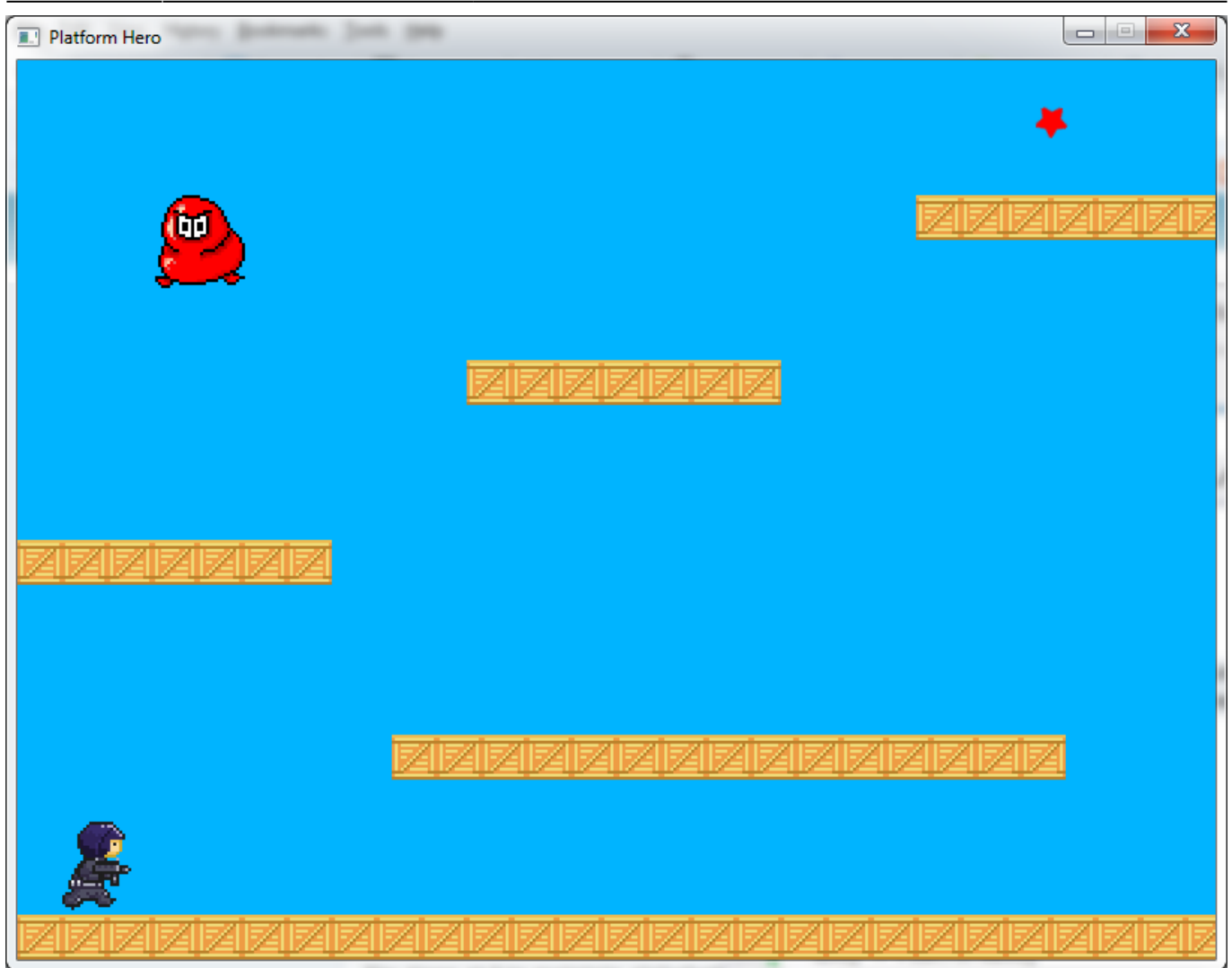
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2025/09/30

17:26 (9 months

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en:guides:beginners:jelly\_monsters [https://www.orx-project.org/wiki/en/guides/beginners/jelly\\_monsters?rev=1518583671](https://www.orx-project.org/wiki/en/guides/beginners/jelly_monsters?rev=1518583671)



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

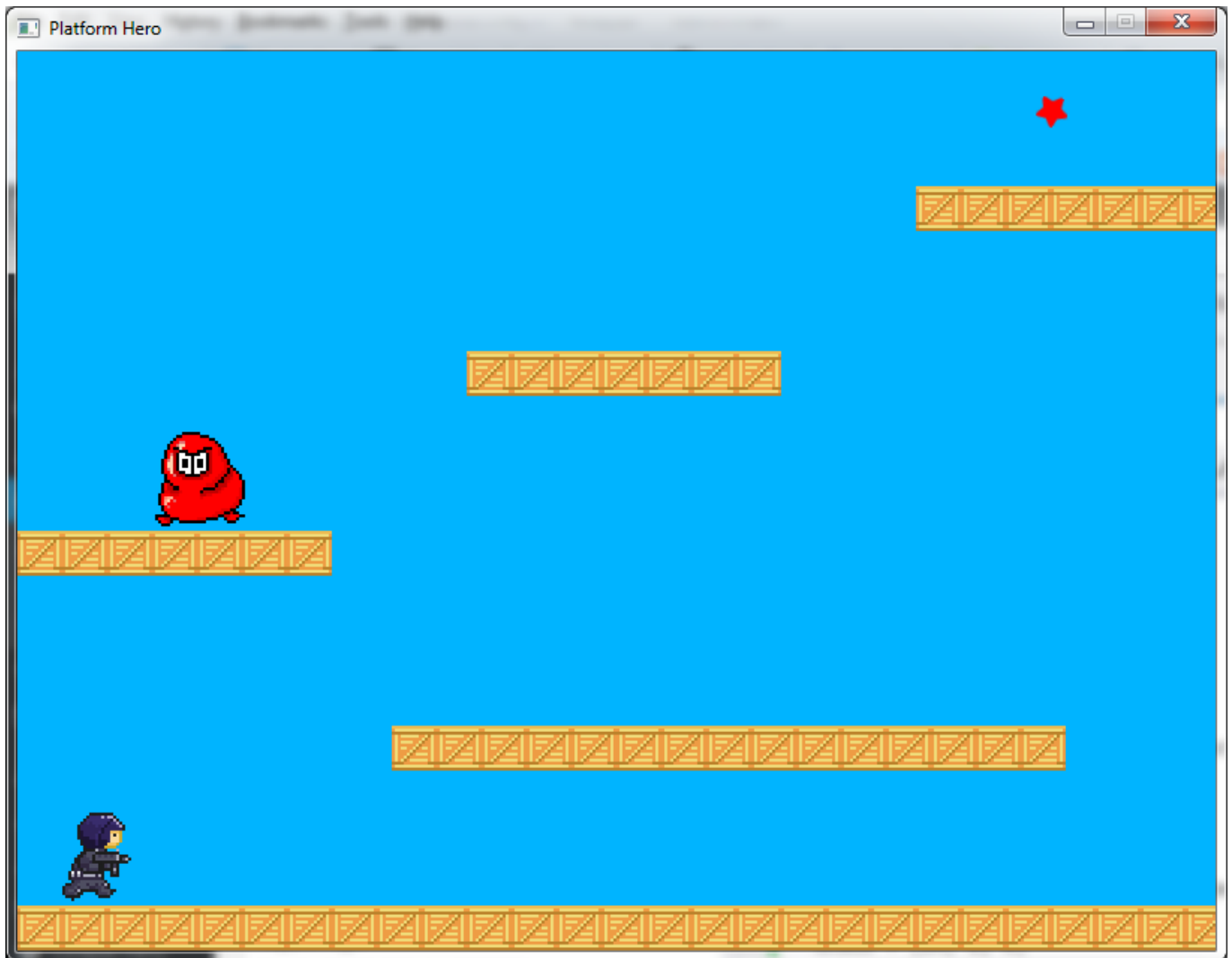
[MonsterBody]
Dynamic = true
PartList = MonsterBodyPart

[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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