

## 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:

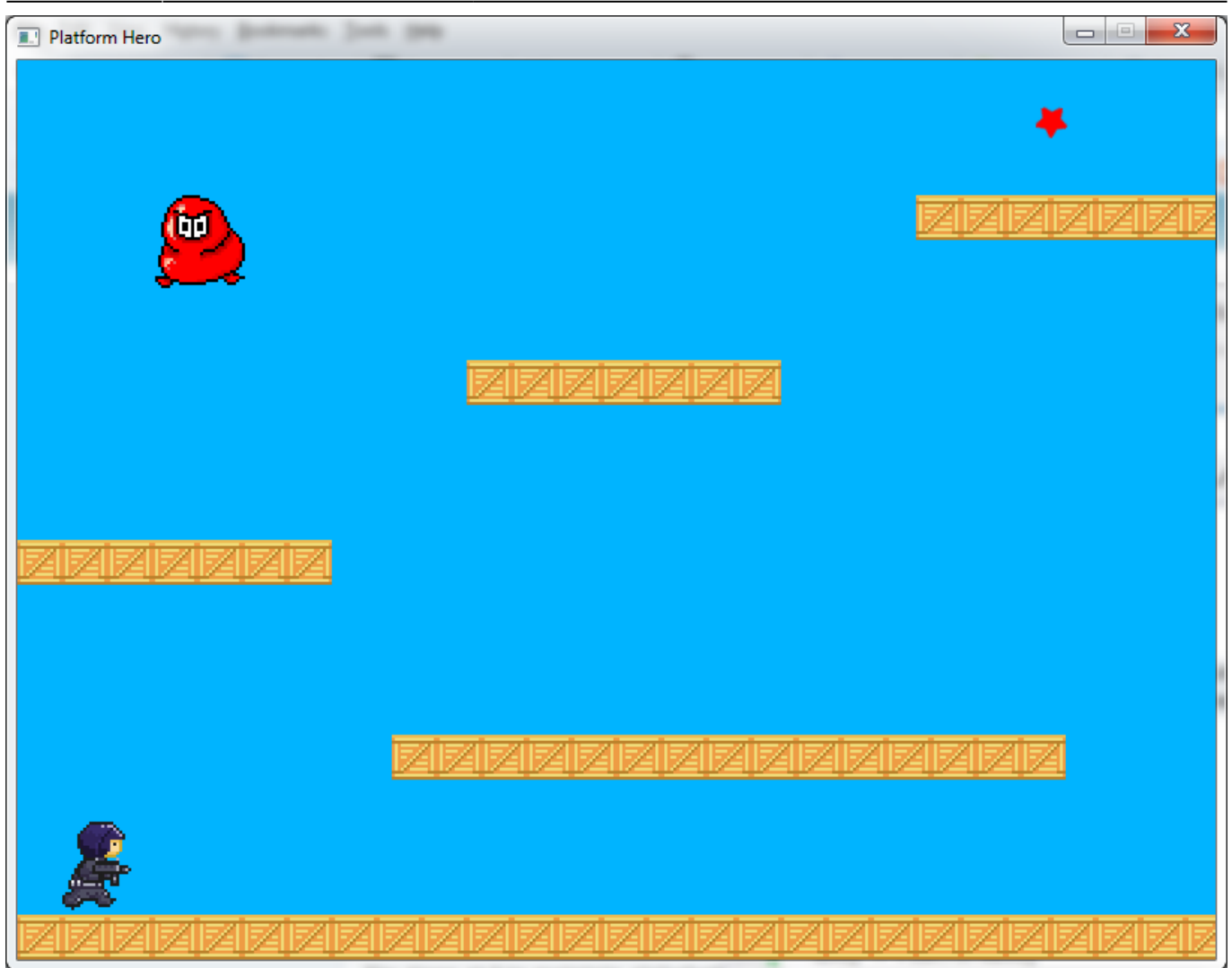
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We need more than one monster, very soon we'll make lots of them drop out of the sky.

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

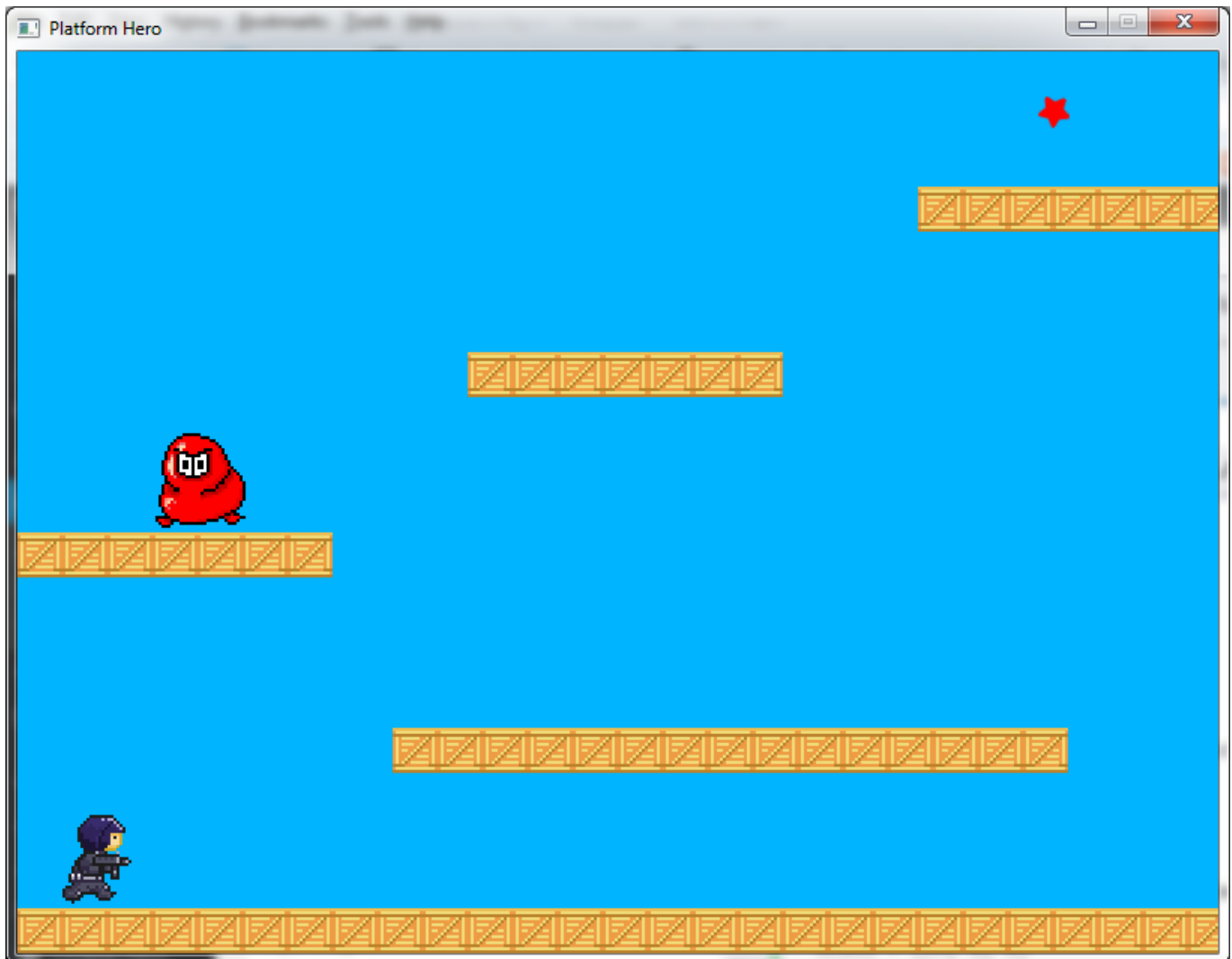
[MonsterBody]
Dynamic = true
PartList = MonsterBodyPart

[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](#).

- [Part 1 - Downloading Orx](#)
- [Part 2 - How Orx works](#)
- [Part 3 - Setting up a new game project](#)
- [Part 4 - A tour of an Orx project](#)
- [Part 5 - Viewport and the camera](#)
- [Part 6 - Objects](#)
- [Part 7 - Spritesheets and Animation](#)

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- [Part 8 – Platforms and Texture Repeating](#)
- [Part 9 – Physics](#)
- [Part 10 – Input Controls](#)
- [Part 11 – Running and Standing](#)
- [Part 12 – Changing Direction](#)
- [Part 13 – Getting our hero to shoot](#)
- [Part 14 – FX](#)
- [Part 15 – Collision Events.](#)
- [Part 16 – Jelly Monsters](#)
- [Part 17 – Timeline Tracks](#)
- [Part 18 – Exploding Monsters](#)
- [Part 19 – The Hero's survival.](#)
- [Part 20 – Text and Game Over](#)

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