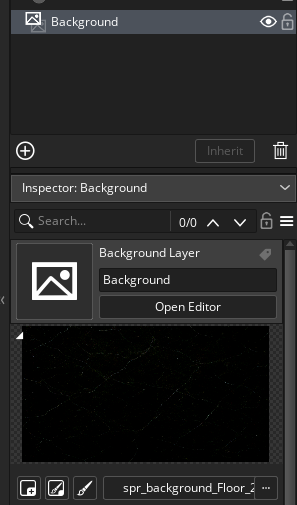
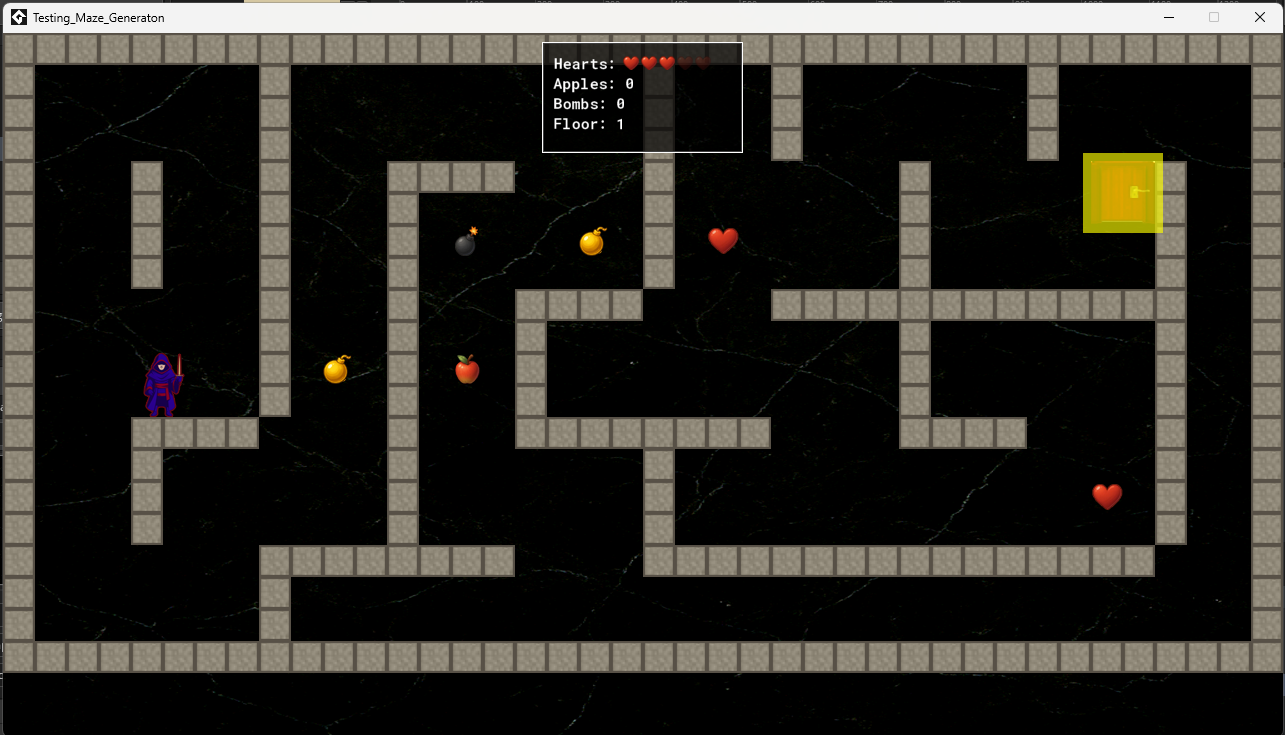
16 Creating Enemies

The main subject for this tutorial is to create a few enemies for our hero to fight, But first I think I might want to spruce up the dungeon floor just a bit. I tried adding brick or stone floors, but the elements did not show up very well, so I decided I need a darker floor. Yes, black marble isn’t exactly what is on most dungeon floors, but it just looked so cool, I decided to keep it.



We need our floor to come in at a size of 1280 x 704. Create a sprite for it through the sprite panel and then just assign the sprite to the room’s background layer.





# Creating the Enemies

Folder Structure for the Sprites will be first. We have one main folder called Enemies, inside that folder, we have a folder for each type of enemy, then inside of each enemy folder, you need 4 folders each for each film strip.

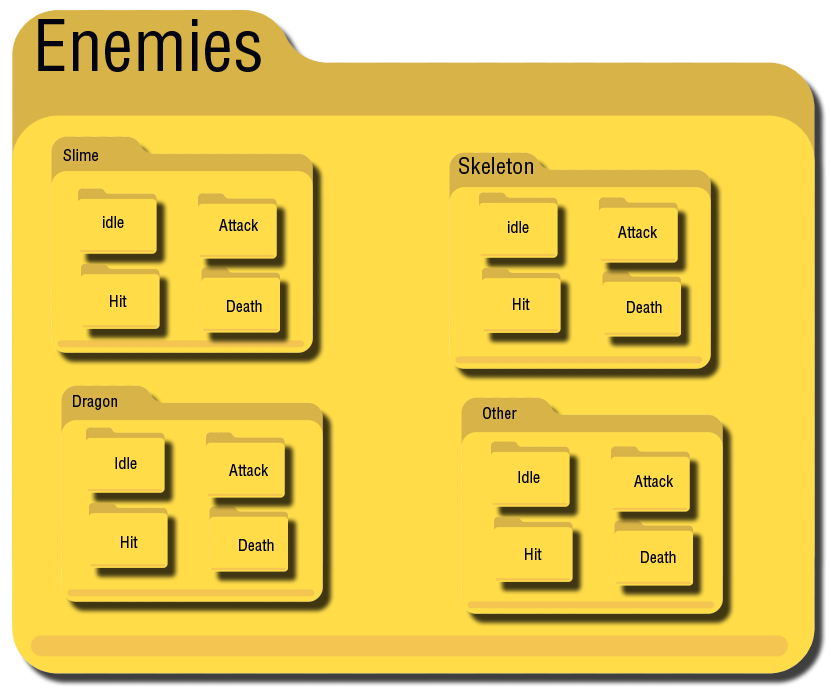
We need a different film strip for each phase of monster behavior.

Idle

Attack

Hit

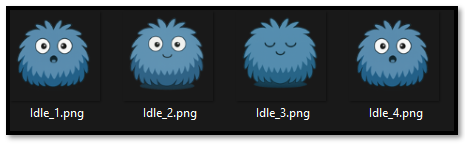
Death



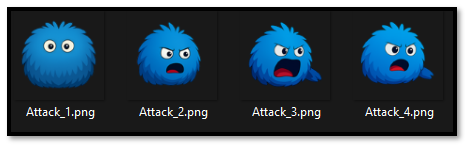
# Blue Furry Slime

This can get intense, so let us start with just a slime to begin. The images for the fight scene are **128px x 128px**.

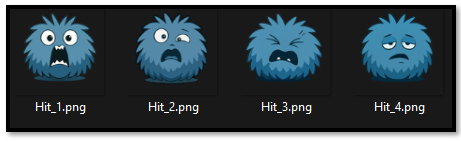
## Idle



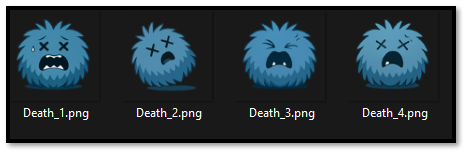
## Attack



## Hit

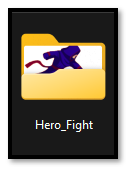


## Death



# The Hero

Ok, since our hero is only running through the maze at a size of 64px, we will need to do this images at 128, in order to meet the same size as the enemy will be during the fight. So, create a new folder in the sprite folder for our hero.



## Idle

## 

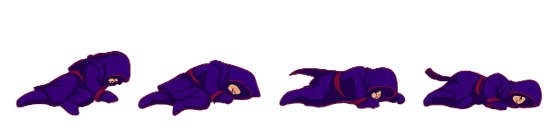
## Attack

## 

## Hit



## Death



# Creating a Special Fighting Room

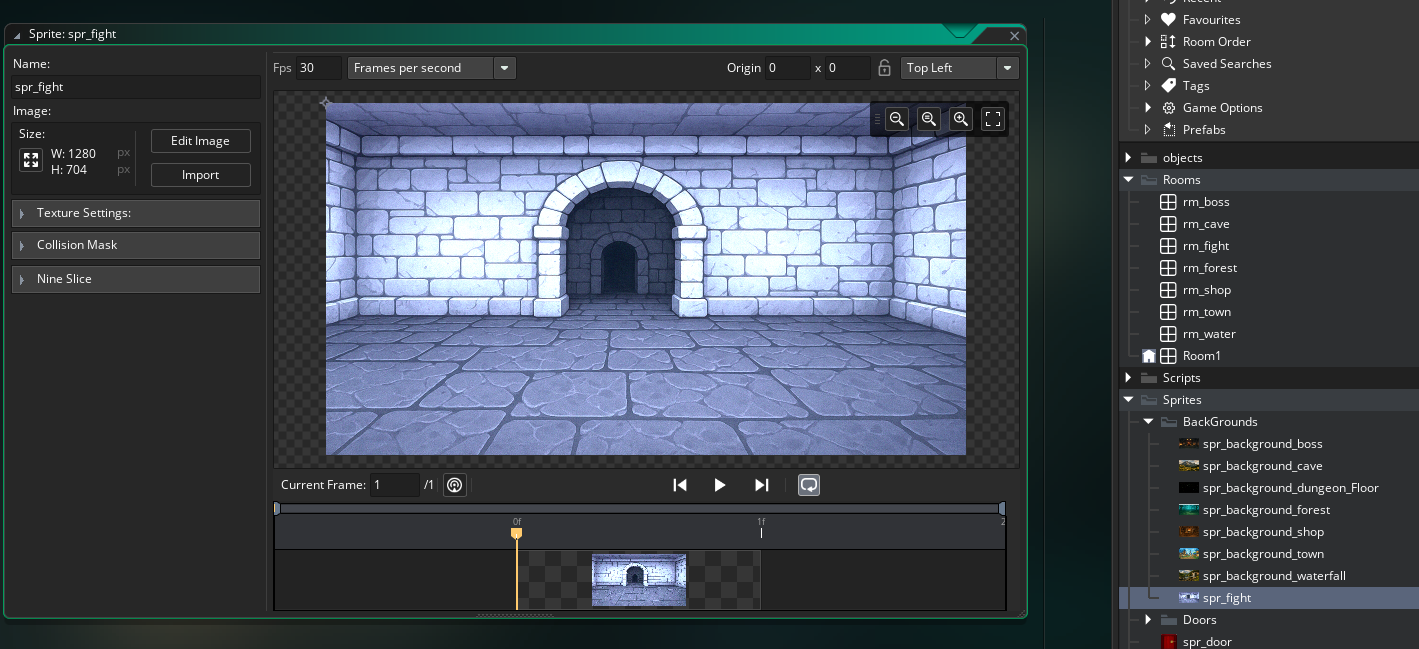
We need to start with a special fighting room that the characters in the fight can dual inside of. It will be a separate room from the room that holds the dungon itself. Every time the hero encounters an enemy, both of them will be sent into this room to do their fighting. So, first create the image. We will create the fighting room at the same dimensions as the dungeon room size. This is 1280px x 704px.



# 

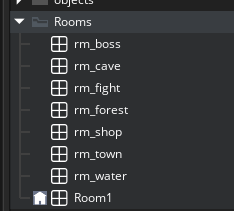
Now remember for a background to work, all we need to do is to create a sprite, we do not need to create an obj for it.

spr\_fight



Then we need to create the room itself. Name this room

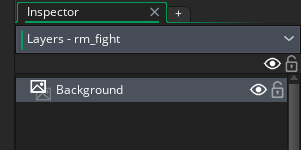
**rm\_fight**

****

You must be in the tab for the rm\_fight, to see the properties for it.



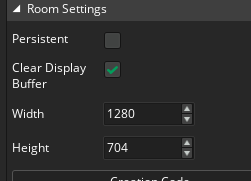
Go to the Left Panel and click on layers if it is not open. There you will see background.



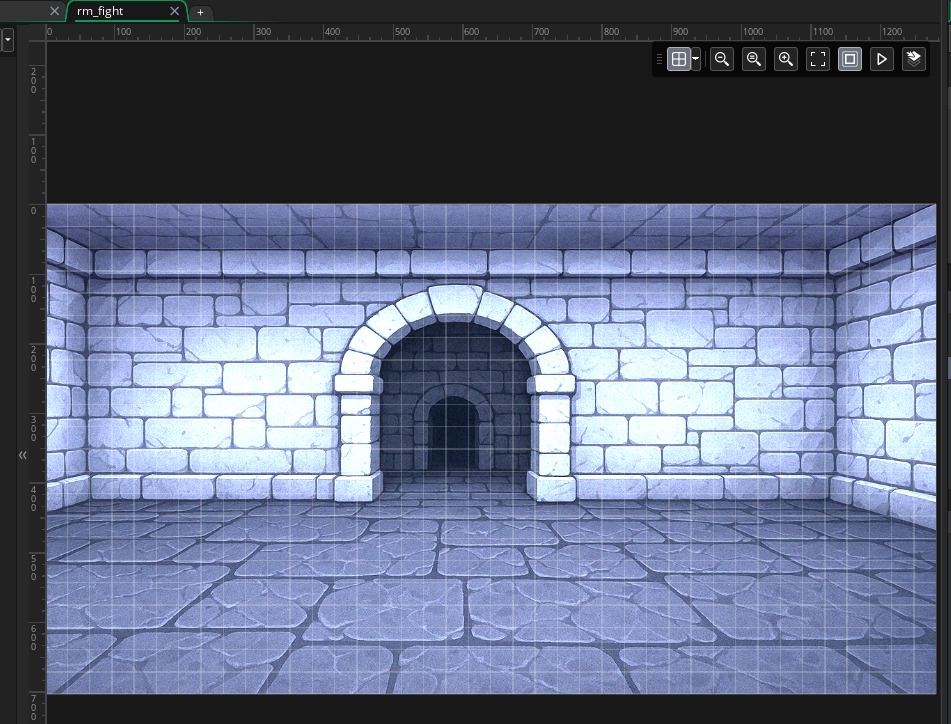
Scroll down to set the background for the room.

Check your dimensions for the room, it needs to be set to 1280px x 704px. You will need to click back on the rm\_fight tab at the top of the middle section to see the section to set the dimensions.





Your room background should now look like this.



# Creating Your Sprites to Work as a short movie

Since, we do not actually just want a static image during the fight scene, and we want the fighters to actually look like they are doing some sort of magic foot work, we will need to create our sprites just a bit differently. We need to create a sprite with multiple frames.

1. **Create a Sprite with Multiple Frames**

* Go to **Sprites** → **Create Sprite**.
* Click **Import** and select all your PNGs (Idle\_1.png, Idle\_2.png, etc.).
* GameMaker will automatically add each image as a separate frame in the sprite.

Create the Enemy Sprites

spr\_enemy\_idle\_128

spr\_enemy\_attack\_128

spr\_enemy\_hit\_128

spr\_enemy\_death\_128

spr\_hero\_idle\_128

spr\_hero\_attack\_128

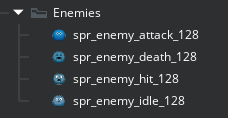
spr\_hero\_hit\_128

spr\_hero\_death\_128 (optional)

Remember to add the correct sprite multi-image sequence for each sprite. It is easy, just grab all the images when browsing for it and Game Maker will put them into a strip, instead of a single image.



Do this for all of the different states for the enemy fight scene.



# Create the Hero Sprites

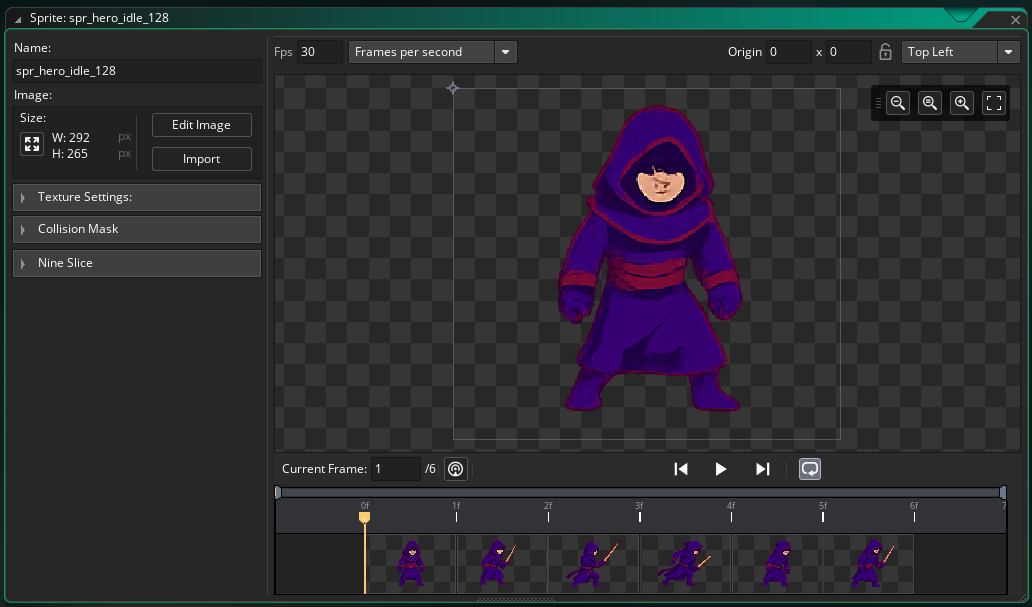
Keep the 128, at the end of the name, even though the hero is larger than 128, he will be using this exact name in the code, so just keep it like this.

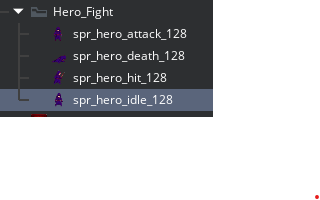
spr\_hero\_idle\_128

spr\_hero\_attack\_128

spr\_hero\_hit\_128

spr\_hero\_death\_128





2. **Set the Animation Speed**

* In the Sprite editor, adjust the **FPS (frames per second)** to control how fast the animation plays.
* Try 8–12 FPS for idle animations — tweak until it feels right.

3. **Assign the Sprite to an Object**

* Create an **Object** and assign your multi-frame sprite to it.
* GameMaker will loop the animation automatically if the object is visible and active.

# Creating the Objects

Ok, we have all of these sprites, but when we go about creating the objects, we will only need 3 objects.

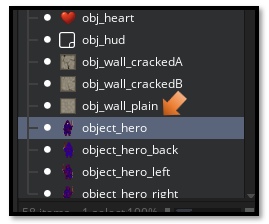
1. obj\_enemy\_fight
2. obj\_hero\_fight
3. obj\_fight\_controller

Each of these objects will have 3 events.

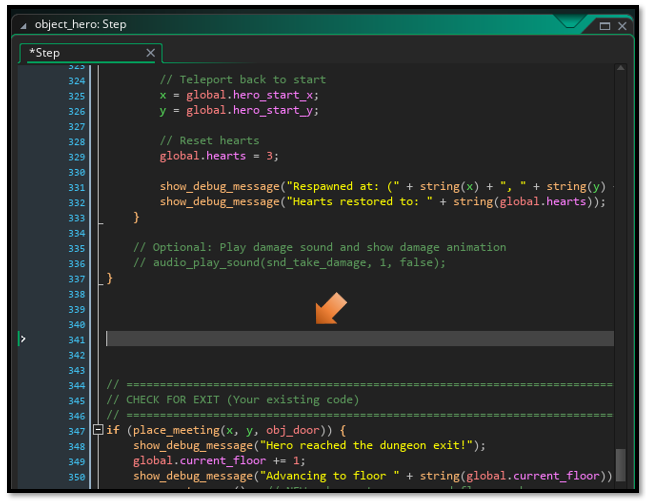
1. Create
2. Step
3. Draw

# Hero Step Event

Open the object\_hero



Double click on it to open up the Object code. Go into the step event. Right before the exit code,



you want to write this code.

// ~~~~~~~~~~ ENEMY COLLISION - TRIGGER FIGHT SCENE ~~~~~~~~

// Check if hero touches any dungeon enemy (the blue furry creatures)

if (place\_meeting(x, y, obj\_enemy\_fight)) {

show\_debug\_message("=== ENEMY ENCOUNTER! ===");

show\_debug\_message("Triggering fight scene...");

// Save the current room so we can return after the fight

global.current\_room = room;

// Destroy the enemy in the dungeon (so it doesn't respawn)

var enemy = instance\_place(x, y, obj\_enemy\_fight);

if (enemy != noone) {

instance\_destroy(enemy);

}

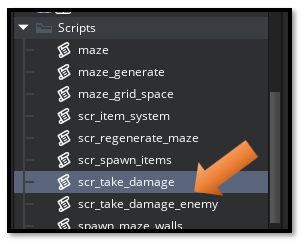
// Go to the fight room

room\_goto(rm\_fight);

}

Go to Hero Object Step Event Code.

# 2 Scripts



# Create a New Take Damage Script 1

This is the script for the enemy

Name this script:

scr\_take\_damage\_enemy

**The Code for the Script 1**

// Script: scr\_take\_damage\_enemy

// Call this script when enemy takes damage

function scr\_take\_damage\_enemy(damage) {

// Reduce HP

current\_hp -= damage;

if (current\_hp < 0) current\_hp = 0;

// Trigger hit state

if (current\_hp > 0) {

current\_state = ENEMY\_STATE.HIT;

sprite\_index = spr\_enemy\_hit;

image\_index = 0;

} else {

// Trigger death

current\_state = ENEMY\_STATE.DEATH;

sprite\_index = spr\_enemy\_death;

image\_index = 0;

is\_dead = true;

}

// Visual/audio feedback

hit\_flash\_timer = 10;

// Play hit sound (if you have one)

// audio\_play\_sound(snd\_enemy\_hit, 1, false);

}

# Create a New Take Damage Script 2

scr\_take\_damage

**The Code for the Script 2**

This is the script for the hero

// Script: scr\_take\_damage

// Call this script when hero takes damage

function scr\_take\_damage(damage) {

// Reduce HP

current\_hp -= damage;

if (current\_hp < 0) current\_hp = 0;

// Trigger hit state

if (current\_hp > 0) {

current\_state = HERO\_STATE.HIT;

sprite\_index = spr\_hero\_hit;

image\_index = 0;

} else {

// Trigger death

current\_state = HERO\_STATE.DEATH;

if (sprite\_exists(spr\_hero\_death)) {

sprite\_index = spr\_hero\_death;

}

image\_index = 0;

is\_dead = true;

}

// Visual/audio feedback

hit\_flash\_timer = 10;

// Play hit sound (if you have one)

// audio\_play\_sound(snd\_hero\_hit, 1, false);

}