

Todas las carpetas se encuentran a partir de src

Nota

Carpeta

SimpleClass

Phaser

Esto indica la carpeta en la que se encuentra el script

Fondo de color cyan significa que son cosas de Phaser

Game

config: Object

game: Phaser.Game

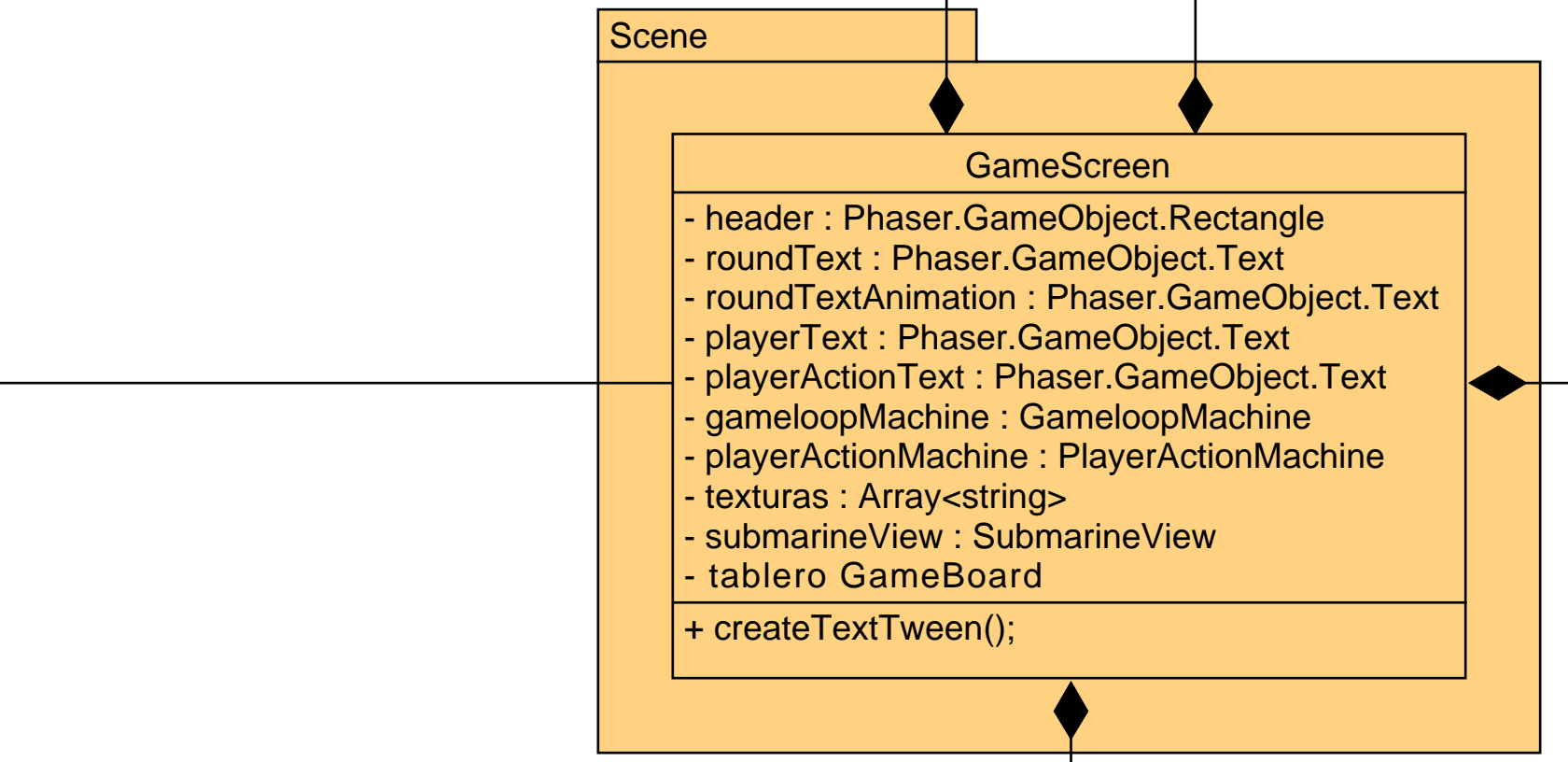
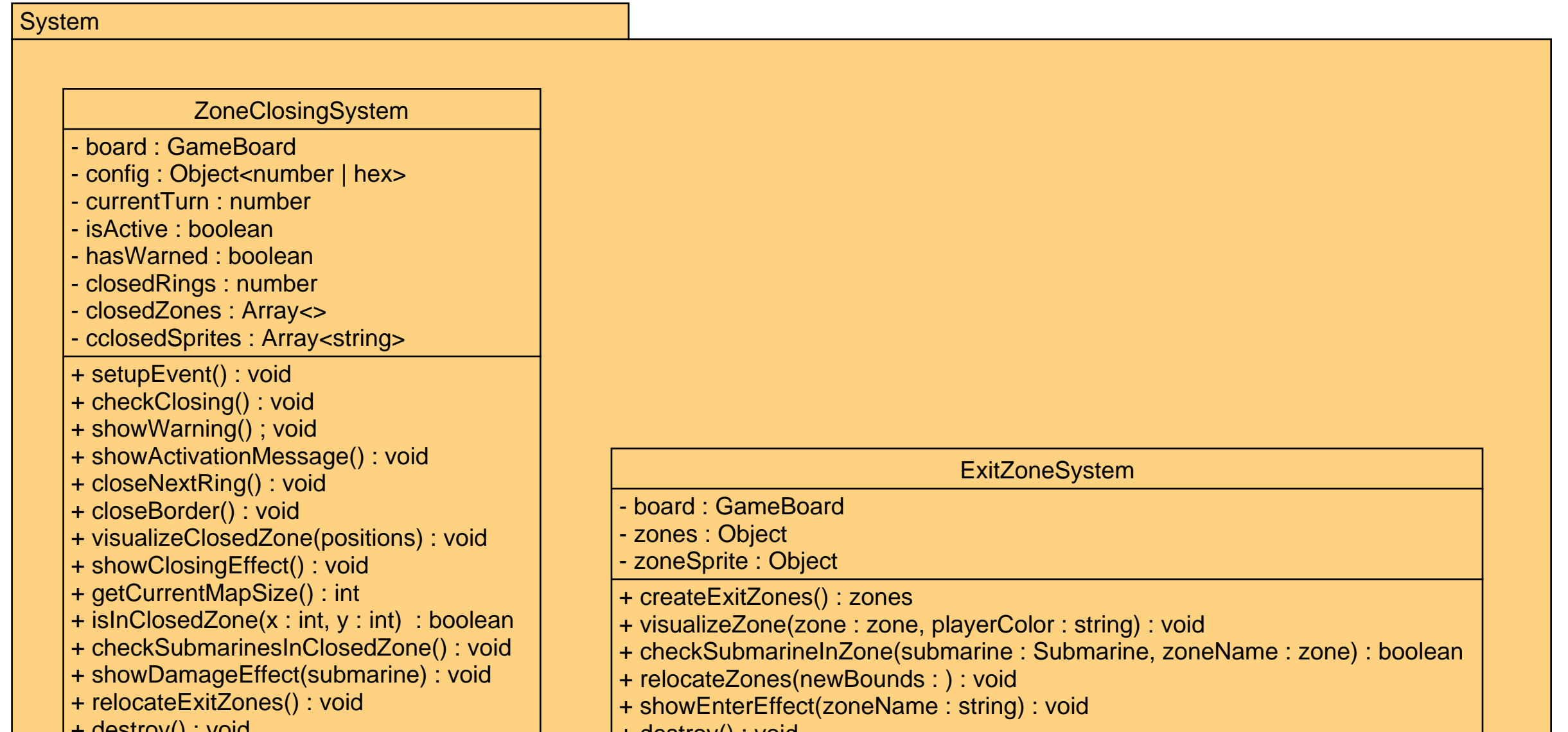
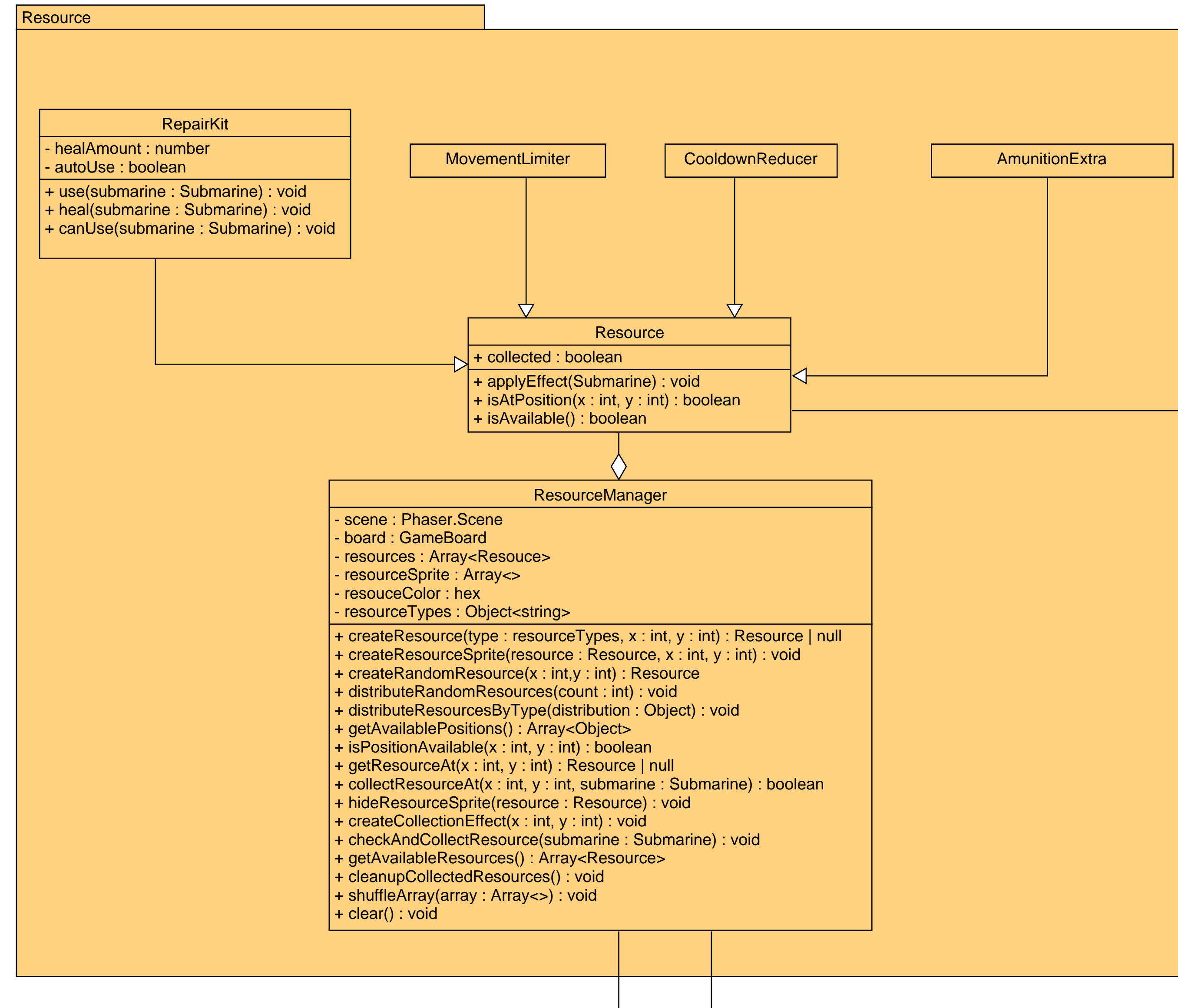
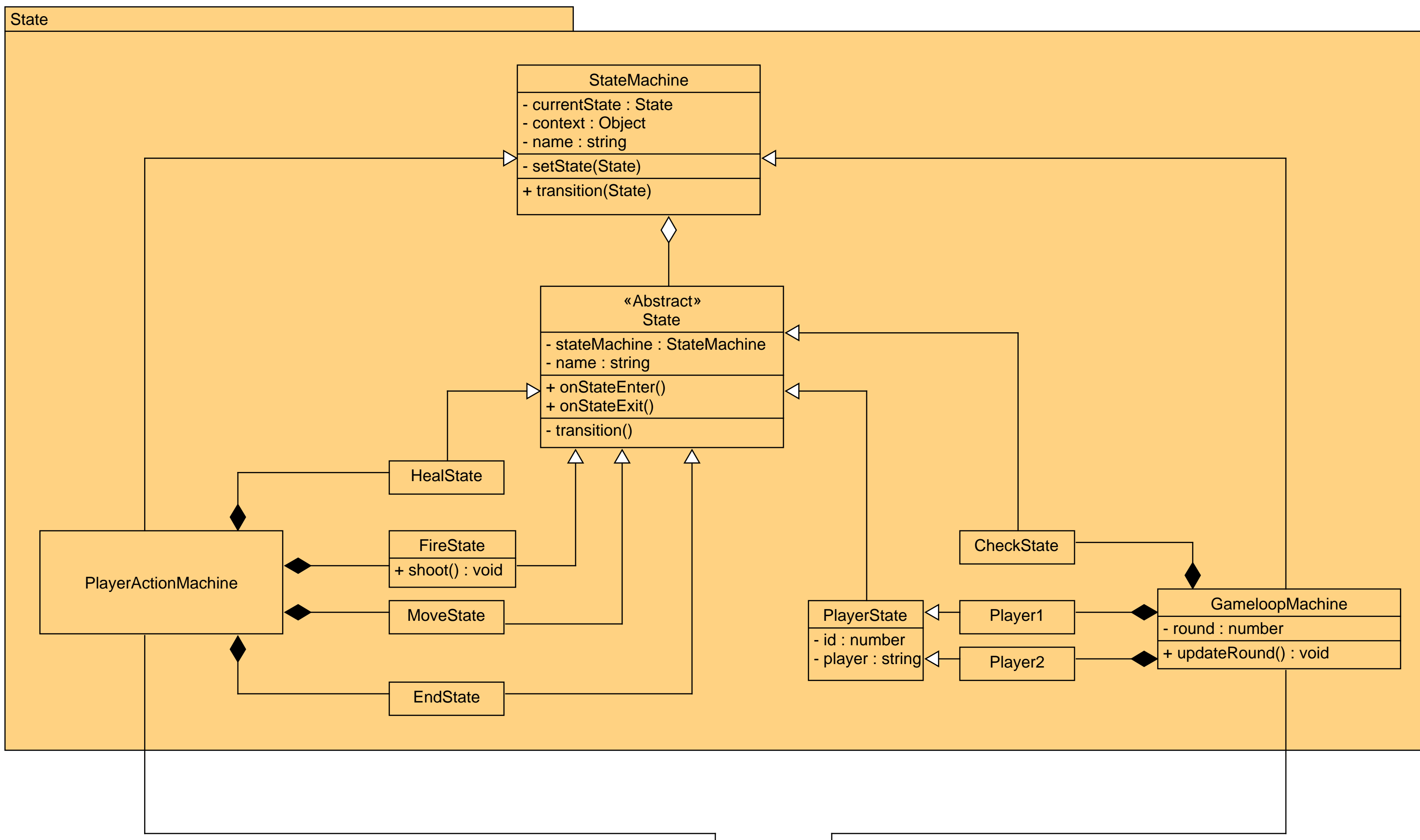
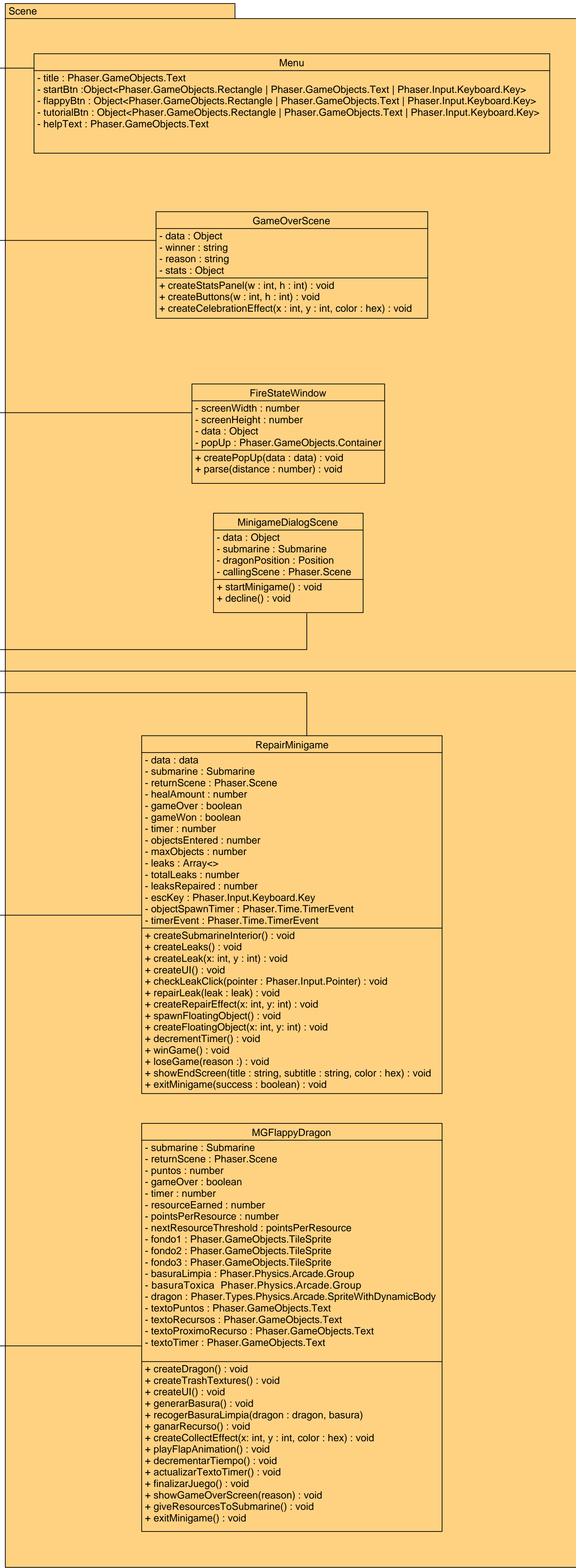
UIStyle

+ createStyledPanel(scene, x, y, width, height): Phaser.GameObjects.Rectangle

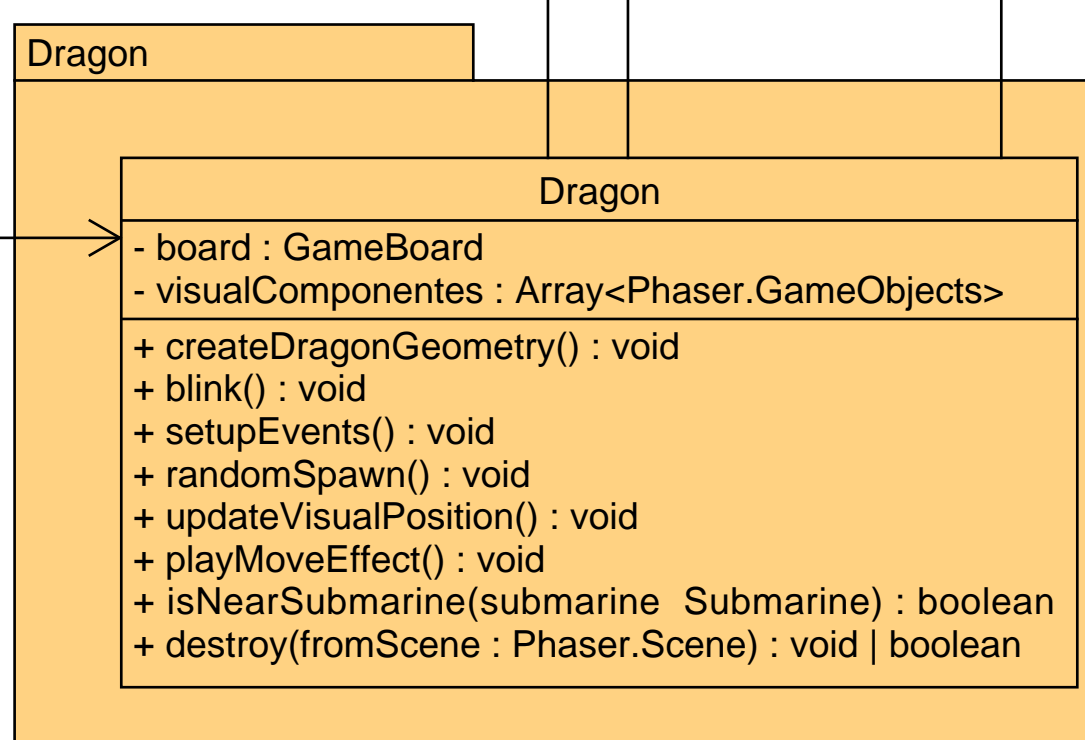
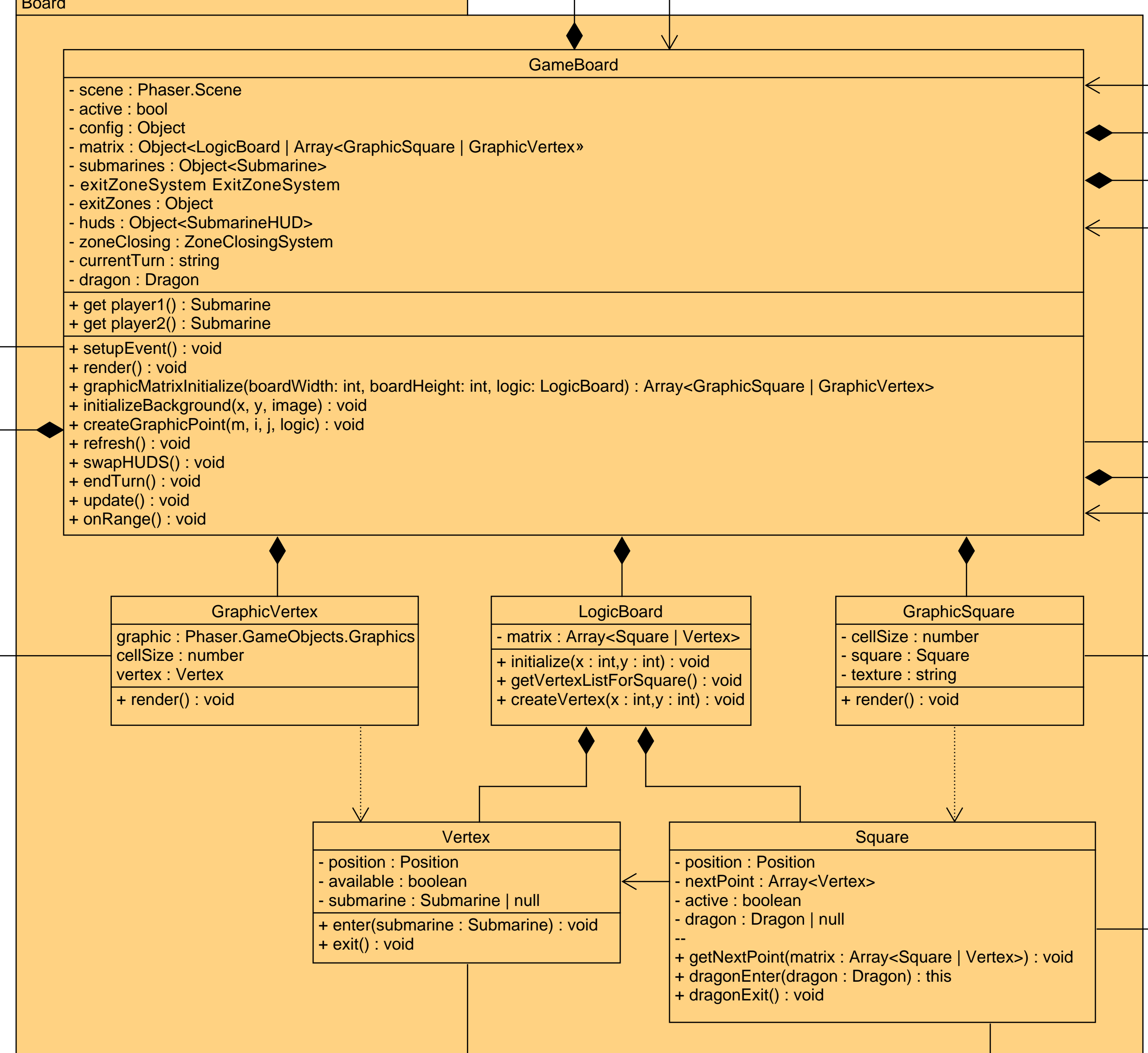
+ createOverlay(scene, alpha: 0.75): Phaser.GameObjects.Rectangle

+ createStyledText(scene, x, y, text, styleType = "body"): Phaser.GameObjects.Text

+ createStyledButton(scene, x, y, text, onClick, isPrimary, keyboardKey): Object



Phaser.GameObjects.Graphics



Phaser.Event.EventEmitter

