

PRINCIPAL

```
var x=20;
var y=20;
var cursors;
var red;
var pok;
var s;
var past;
var gameMenu = {
    preload: preloadGameMenu,
    create: createGameMenu,
    update: updateGameMenu
};

function preloadGameMenu() {
    game.load.atlasJSONHash('rojo', 'img/red.png', 'js/newjson.json');
    game.load.image('pok', 'img/Bulbasaur_V.png');
    game.load.audio('fondo', 'sounds/fondo.mp3');
};

function createGameMenu() {
    createTextureAtlas();
    createCursors();
    pok=game.add.sprite(200,200,'pok');
    pok.scale.x=1.5;
    pok.scale.y=1.5;
    game.physics.enable(pok);
    game.physics.enable(red);
    s=game.add.audio('fondo');
};

function updateGameMenu() {
    movement();
    clash();
};
```

```

function createTextureAtlas() {
    red= game.add.sprite(x, y, 'rojo', 'red/walk/0002');
    red.scale.setTo(0.5, 0.5);
    red.animations.add('arriba', Phaser.Animation.generateFrameNames(
    'red/walk/', 1, 3, '', 4), 5, true, false);
    red.animations.add('izq', Phaser.Animation.generateFrameNames(
    'red/walk/', 4, 6, '', 4), 5, true, false);
    red.animations.add('dcha', Phaser.Animation.generateFrameNames(
    'red/walk/', 7, 9, '', 4), 5, true, false);
    red.animations.add('abajo', Phaser.Animation.generateFrameNames(
    'red/walk/', 10, 12, '', 4), 5, true, false);
};

```

```

function movement(){
    if (cursors.left.isDown) {
        red.x -=6;
        red.animations.play('izq');
    }
    else if (cursors.right.isDown) {

        red.x +=6;
        red.animations.play('dcha');
    }
    else if (cursors.up.isDown) {

        red.y -=6;
        red.animations.play('abajo');
    }
    else if (cursors.down.isDown) {

        red.y +=6;
        red.animations.play('arriba');

    }
    else
        red.animations.stop();

    value=true;
};

```

```
function createCursors(){
    cursors = game.input.keyboard.createCursorKeys();
}
function clash(){
    if(game.physics.arcade.collide(red,pok)){
        pok.destroy();
        s.play();
        //game.add.tween(red).to({x: 400}, 700, Phaser.Easing.Cubic.Out, true);
        //game.add.tween(red).from({y:-400}, 700, Phaser.Easing.Cubic.Out, true);
        red.alpha = 0;
        var k=game.add.tween(red).to( { alpha: 1 }, 10, Phaser.Easing.Linear.None, true, 0, 1000, true);
        //mushroom.anchor.setTo(0.5, 0.5);
        /*s = game.add.tween(red.scale);
        s.to({x: 2, y:2}, 1000, Phaser.Easing.Linear.None);
        //s = game.add.tween(red.scale);
        s.to({x: 0.5, y:0.5}, 1000, Phaser.Easing.Linear.None);
        s.start();*/
    }
}
```

JSON

```
{
  "frames": {
    "red/walk/0001": {
      "frame": {"x":0,"y":0,"w":93.33,"h":97.5},
      "rotated": false,
      "trimmed": true,
      "spriteSourceSize": {"x":15,"y":3,"w":158,"h":316},
      "sourceSize": {"w":187,"h":324}
    },
    "red/walk/0002": {
      "frame": {"x":93.33,"y":0,"w":93.33,"h":97.5},
      "rotated": false,
      "trimmed": true,
      "spriteSourceSize": {"x":15,"y":3,"w":158,"h":316},
      "sourceSize": {"w":187,"h":324}
    },
    "red/walk/0003": {
      "frame": {"x":186.66,"y":0,"w":93.33,"h":97.5},
      "rotated": false,
      "trimmed": true,
      "spriteSourceSize": {"x":15,"y":3,"w":158,"h":316},
      "sourceSize": {"w":187,"h":324}
    },
    "red/walk/0004": {
      "frame": {"x":0,"y":97.5,"w":93.33,"h":97.5},
      "rotated": false,
      "trimmed": true,
      "spriteSourceSize": {"x":15,"y":3,"w":158,"h":316},
      "sourceSize": {"w":187,"h":324}
    },
    "red/walk/0005": {
      "frame": {"x":93.33,"y":97.5,"w":93.33,"h":97.5},
      "rotated": false,
      "trimmed": true,
      "spriteSourceSize": {"x":15,"y":3,"w":158,"h":316},
      "sourceSize": {"w":187,"h":324}
    }
  }
}
```

```
.
"red/walk/0006":
{
  "frame": {"x":186.66,"y":97.5,"w":93.33,"h":97.5},
  "rotated": false,
  "trimmed": true,
  "spriteSourceSize": {"x":15,"y":3,"w":158,"h":316},
  "sourceSize": {"w":187,"h":324}
},
"red/walk/0007":
{
  "frame": {"x":0,"y":195,"w":93.33,"h":97.5},
  "rotated": false,
  "trimmed": true,
  "spriteSourceSize": {"x":15,"y":3,"w":158,"h":316},
  "sourceSize": {"w":187,"h":324}
},
"red/walk/0008":
{
  "frame": {"x":93.33,"y":195,"w":93.33,"h":97.5},
  "rotated": false,
  "trimmed": true,
  "spriteSourceSize": {"x":15,"y":3,"w":158,"h":316},
  "sourceSize": {"w":187,"h":324}
},
"red/walk/0009":
{
  "frame": {"x":186.66,"y":195,"w":93.33,"h":97.5},
  "rotated": false,
  "trimmed": true,
  "spriteSourceSize": {"x":15,"y":3,"w":158,"h":316},
  "sourceSize": {"w":187,"h":324}
},
"red/walk/0010":
{
  "frame": {"x":0,"y":292.5,"w":93.33,"h":97.5},
  "rotated": false,
  "trimmed": true,
  "spriteSourceSize": {"x":15,"y":3,"w":158,"h":316},
  "sourceSize": {"w":187,"h":324}
},
```

```

"red/walk/0011":
{
  "frame": {"x":93.33,"y":292.5,"w":93.33,"h":97.5},
  "rotated": false,
  "trimmed": true,
  "spriteSourceSize": {"x":15,"y":3,"w":158,"h":316},
  "sourceSize": {"w":187,"h":324}
},
"red/walk/0012":
{
  "frame": {"x":186.66,"y":292.5,"w":292.5,"h":97.5},
  "rotated": false,
  "trimmed": true,
  "spriteSourceSize": {"x":15,"y":3,"w":292.5,"h":316},
  "sourceSize": {"w":187,"h":324}
}
}

```

CUIDADO CON ESTO (TWEENS)

```
game.add.tween(red).to({x: 400}, 700, Phaser.Easing.Cubic.Out, true);
```

Te desplaza en el eje x.

```
game.add.tween(red).from({y:-400}, 700, Phaser.Easing.Cubic.Out, true);
```

Te desplaza hasta tu posición desde la indicada hasta la actual.

```
red.alpha = 0;
```

```
var k=game.add.tween(red).to( { alpha: 1 }, 1000, Phaser.Easing.Linear.None, true,
0, 1000, true);
```

Desapareces

```
mushroom.anchor.setTo(0.5, 0.5);
```

Cambias el punto de interés al centro

```
s = game.add.tween(red.scale);
```

```
s.to({x: 2, y:2}, 1000, Phaser.Easing.Linear.None);
```

```
s = game.add.tween(red.scale);
```

```
s.to({x: 0.5, y:0.5}, 1000, Phaser.Easing.Linear.None);
```

```
s.start();
```

Te haces grande y chiquito.