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**\* and open the template in the editor.**

**\*/**

**//Menú para escoger el nivel que vamos a gastar.**

**var diffMenu = { preload: preloadDiffMenu,**

**create: createDiffMenu,**

**};**

**var imgButton;**

**var imgStage1;**

**var imgStage2;**

**var imgStage3;**

**var text0;**

**function preloadDiffMenu() //Cargamos las imágenes que emplearemos a la hora de elegir cuál vamos a jugar.**

**{**

**//Cargamos las imágenes y las asociamos a una etiqueta.**

**game.load.image("returnButton2","img/button\_return.png");**

**game.load.image("stage01","img/button\_stage (3).png");**

**game.load.image("stage02","img/button\_stage (1).png");**

**game.load.image("stage03","img/button\_stage (2).png");**

**game.load.image("stage04","img/button\_final-boss.png");**

**}**

**function createDiffMenu()**

**{**

**//Creamos el apartado gráfico inicial. Como el menú es estático, no necesitaremos realizar el update (pues no habrán cambios en el canvas).**

**text0 = game.add.text(2, 70, "Select Stage:",{fontSize: "40px", fill: "#FA2"} )**

**imgButton = game.add.button(1000, 650,"returnButton2",returnPreviousStage2);**

**imgStage1 = game.add.button(150, 350, "stage01", goToStage01);**

**imgStage2 = game.add.button(525, 350, "stage02", goToStage02);**

**imgStage3 = game.add.button(900, 350, "stage03", goToStage03);**

**imgStage3 = game.add.button(325, 450, "stage04", goToStage04);**

**game.stage.backgroundColor = "#ADD8E6";**

**}**

**function returnPreviousStage2()**

**{**

**game.state.start("startMenu"); //Volvemos al menú.**

**}**

**function goToStage01()**

**{**

**game.state.start("stage1");**

**}**

**function goToStage02()**

**{**

**game.state.start("stage2");**

**}**

**function goToStage03()**

**{**

**game.state.start("stage3");**

**}**

**function goToStage04()**

**{**

**game.state.start("stage4");**

**}**