**CANVAS\_HEIGHT = 1200;**

**DIT = CANVAS\_HEIGHT/7-100;**

**CONSTANT\_DIT =150;**

**CANVAS\_WIDTH = 700;**

**THREADS = [DIT,DIT+CONSTANT\_DIT\*1,DIT+CONSTANT\_DIT\*2,DIT+CONSTANT\_DIT\*3,DIT+CONSTANT\_DIT\*4,DIT+CONSTANT\_DIT\*5,DIT+CONSTANT\_DIT\*6];**

**OPTION\_FLY = 65;**

**OPTION\_ANT = 45;**

**OPTION\_WORM = 0;**

**score = 0**

**Window.onload = init(); //Iniciamos el juego**

**var game;**

**function init()**

**{**

**game = new Phaser.Game( CANVAS\_HEIGHT, CANVAS\_WIDTH, Phaser.CANVAS, "superGame"); //iniciamos el canvas**

**//Declaración de los diferentes estados:**

**game.state.add("startMenu", startMenu); //startMenu.js.**

**game.state.add("diffMenu", diffMenu); //Diffmenu.js**

**game.state.add("credits", credits); //About.js**

**game.state.add("endMenu", endMenu); //endMenu.js**

**game.state.add("stage1",stage1); //stage1.js**

**game.state.add("stage2",stage2); //stage2.js**

**game.state.add("stage3",stage3);**

**game.state.add("stage4",stage4);**

**game.state.add("vicMenu",vicMenu);**

**game.state.start("startMenu"); //Iniciamos el menú de start.**

**}**