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

**\*/**

**var segundos=0;**

**var tiros;**

**var Kermit;**

**var cursors;**

**var flores;**

**var enemigos;**

**var vidas;**

**var nEnemigos = 0;**

**var stage1= { preload: preloadStage1,**

**create: createStage1,**

**update: updateStage1**

**};**

**function preloadStage1()**

**{**

**game.load.spritesheet('kermit', 'img/kermit.png', 240, 238,3);**

**game.load.spritesheet('gusano', 'img/gusano.png', 280, 138,2);**

**game.load.spritesheet('ant', 'img/ant.png', 156, 201,2);**

**game.load.spritesheet('fly', 'img/fly.png', 196, 220,2);**

**game.load.image('bala', 'img/bala.png');**

**game.load.image('barra', 'img/barra.png');**

**game.load.image('flor', 'img/vida.png');**

**}**

**function createStage1 ()**

**{**

**tiros = [];**

**enemigos = [];**

**vidas = [];**

**stage = 1;**

**score = 0;**

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

**var kermitSprite =game.add.sprite(100,CANVAS\_WIDTH - 150,'kermit');**

**kermitSprite.scale.x =0.7;**

**kermitSprite.scale.y = 0.7;**

**Kermit = new Rana(50, kermitSprite);**

**Kermit.createKermit();**

**barra= game.add.sprite(900,650,'barra');**

**cursors = game.input.keyboard.createCursorKeys();**

**game.time.events.loop(1700, timeGoing, this);**

**setFlowers();**

**}**

**function updateStage1(){**

**Kermit.updateRana();**

**checkCollisions();**

**updateTiros();**

**updateEnemigos();**

**if(endGame(vidas.length))**

**{**

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

**}**

**}**