**var btnStart;**

**var btnCredits;**

**var startMenu =**

**{ preload: preloadStartMenu,**

**create: createStartMenu**

**};**

**function preloadStartMenu(){**

**game.load.image("start","img/button\_play (1).png")**

**game.load.image("credits","img/button\_about.png")**

**};**

**function createStartMenu(){**

**btnStart = game.add.button(300,400,"start",nextMenu);**

**btnCreditos = game.add.button(750,400,"credits",nextMenu2);**

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

**};**

**function nextMenu(){**

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

**};**

**function nextMenu2(){**

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

**};**