**PRINCIPAL**

**/\***

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

**\*/**

**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();\*/**

**}**

**}**

**ARCHIVO 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}**

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**"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}**

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**"rotated": false,**

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**{**

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**"rotated": false,**

**"trimmed": true,**

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**},**

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**"rotated": false,**

**"trimmed": true,**

**"spriteSourceSize": {"x":15,"y":3,"w":158,"h":316},**

**"sourceSize": {"w":187,"h":324}**

**},**

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**{**

**"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}**

**},**

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**"rotated": false,**

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**"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,**

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**"rotated": false,**

**"trimmed": true,**

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**"sourceSize": {"w":187,"h":324}**

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**"rotated": false,**

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**"sourceSize": {"w":187,"h":324}**

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**{**

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**"rotated": false,**

**"trimmed": true,**

**"spriteSourceSize": {"x":15,"y":3,"w":292.5,"h":316},**

**"sourceSize": {"w":187,"h":324}**

**}**

**}}**