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var game = new Phaser.Game
(800, 600, Phaser.AUTO, '', {
preload: preload,
create: create,
update: update
});

var score = 0;
var texto;
var stars;
var sprite;
var teste = true;
var contador = 0;
var music;
var tema;
var fim;

function preload() {

    game.load.image('sky', 'assets/sky.png');
    game.load.image('ground', 'assets/platform.png');
    game.load.spritesheet('jogador', 'assets/dude.png', 32, 48);
    game.load.image('star', 'assets/star.png');
    game.load.audio('som', 'assets/som.ogg');
    game.load.image('cogumelo', 'assets/cogumelo.png');
    game.load.image('blocks', 'assets/tijolo.png');
    game.load.audio('tema', 'assets/tema.mp3');
    game.load.audio('fim', 'assets/fim.mp3');
}

function create() {

    game.physics.startSystem(Phaser.Physics.ARCADE);
    game.add.sprite(0, 0, 'sky');

    platforms = game.add.group();
    platforms.enableBody = true;

    var ground = platforms.create(0, game.world.height - 64,
'ground');
    ground.scale.setTo(2, 2);
    ground.body.immovable = true;

    //cria uma plataforma que fica na posicao 10 pixels da
esquerda da tela e 100 de altura
    var ledge = platforms.create(600, 50, 'blocks');
    ledge.body.immovable = true;

    ledge = platforms.create(550, 360, 'blocks');
    ledge.body.immovable = true;

    ledge = platforms.create(300, 280, 'blocks');
    ledge.body.immovable = true;

    ledge = platforms.create(300, 450, 'blocks');
    ledge.body.immovable = true;

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    ledge = platforms.create(50, 190, 'blocks');
    ledge.body.immovable = true;

    ledge = platforms.create(50, 400, 'blocks');
    ledge.body.immovable = true;

    music = game.sound.play('som');
    tema = game.sound.play('tema');
    tema.play();

    texto = game.add.text(20, 20, 'Pontos: 0', { fontSize: '18px',
fill: '#222' });

    player = game.add.sprite(650, game.world.height - 150,
'jogador');

    game.physics.arcade.enable(player);

    player.body.bounce.y = 0.1;
    player.body.gravity.y = 600;
    player.body.collideWorldBounds = true;

    player.animations.add('left', [0, 1, 2, 3], 10, true);
    player.animations.add('right', [5, 6, 7, 8], 10, true);

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

    if(teste){
        createStars('star');
    }

}

function update() {

    var hitPlatform = game.physics.arcade.collide(player,
platforms);
    game.physics.arcade.collide(stars, platforms);
    game.physics.arcade.overlap(player, stars, countPoints, null,
this);

    move(hitPlatform);

}

function move(hitPlatform){

    player.body.velocity.x = 0;

    if (cursors.left.isDown){
        player.body.velocity.x = -150;
        player.animations.play('left');
    }
    else if (cursors.right.isDown){
        player.body.velocity.x = 150;
    }
}

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        player.animations.play('right');
    }
    else{
        player.animations.stop();
        player.frame = 4;
    }

    if (cursors.up.isDown && player.body.touching.down &&
hitPlatform)
    {
        player.body.velocity.y = -350;
    }
}

function countPoints(player, star){

    star.kill();
    score += 10;
    contador += 1;

    if(score >= 50){
        contador = 0;
        window.location.replace("level2.html");
        if(teste){
            teste = !teste;
        }else{
            teste = true;
        }

        if (!teste){
            createStars('cogumelo');
        }else{
            createStars('star');
        }
    }
    texto.text = "Pontos: " + score;
}

function createStars(sprite){

    stars = game.add.group();
    stars.enableBody = true;

    for (var i = 1; i < 6; i++)
    {
        var star = stars.create(i * 100, 0, sprite);
        star.body.gravity.y = 300;
        star.body.bounce.y = 0.5 + Math.random() * 0.2;
    }
}

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