class SceneA extends Phaser.Scene

{

constructor ()

{

super({ key: 'sceneA' });

this.pic;

}

preload ()

{

this.load.image('face', 'assets/pics/bw-face.png');

this.load.image('arrow', 'assets/sprites/longarrow.png');

}

create ()

{

this.add.image(400, 300, 'face');

this.pic = this.add.image(400, 300, 'arrow').setOrigin(0, 0.5);

this.pic.setInteractive();

this.pic.on('pointerdown', function ()

{

this.scene.pause();

this.scene.launch('sceneB');

}, this);

this.events.on('pause', () =>

{

console.log('Scene A paused');

});

this.events.on('resume', () =>

{

console.log('Scene A resumed');

});

}

update (time, delta)

{

this.pic.rotation += 0.01;

}

}

class SceneB extends Phaser.Scene

{

constructor ()

{

super({ key: 'sceneB' });

}

preload ()

{

this.load.image('face', 'assets/pics/bw-face.png');

}

create ()

{

this.input.once('pointerdown', function ()

{

this.scene.resume('sceneA');

}, this);

}

}

const config = {

type: Phaser.AUTO,

width: 800,

height: 600,

backgroundColor: '#000000',

parent: 'phaser-example',

scene: [ SceneA, SceneB ]

};

const game = new Phaser.Game(config);