INTERCAMBIO DE DATOS ENTRE ESCENAS

- registry: Phaser.Data.DataManager

- this.registry.set(key, data)

- this.registry.get()

EVENTOS DE ESCENAS

- **Phaser.Events. EventEmitter**

- **this.events.emit(event, [,args])**

- **this.events.on(event, fn [, context])**

version14