

```

1 BasicGame.MainMenu = function (game) { };
2
3     var startButton;
4     var starfield;
5     var logo;
6
7 BasicGame.MainMenu.prototype = {
8
9     create: function () {
10
11         // We've already preloaded our assets, so let's kick right into
12         the Main Menu itself.
13         // Here all we're doing is playing some music and adding a
14         picture and button
15         // Naturally I expect you to do something significantly
16         better :)
17
18         //Outputting sky, ship, score, lives, total and Start Time to the
19         screen
20         // The scrolling starfield background
21         starfield = this.add.tileSprite(0, 0, 800, 600, 'starfield');
22         logo = this.add.sprite((this.world.width / 2), (this.world.height /
23         2) - 150, 'logo');
24         logo.anchor.setTo(0.5,0.5);
25         startButton = this.add.button((this.world.width / 2),
26         (this.world.height / 2) + 50, 'startButton', this.startGame);
27         startButton.anchor.setTo(0.5,0.5);
28     },
29
30     update: function () {
31         // Do some nice funky main menu effect here
32     },
33
34     startGame: function () {
35         // And start the actual game
36         this.game.state.start('Game');
37     }
38 };

```