

```

1  var BasicGame = {};
2
3  BasicGame.Preloader = function (game) {
4      this.ready = false;
5  };
6
7  BasicGame.Preloader.prototype = {
8
9      preload: function () {
10         //Displays a loading screen message while the assets are loaded into
memory
11         this.preloaderText = this.add.text(this.world.centerX, this.world.c
enterY, 'Loading...', {
12             fontSize: '96px',
13             fill: '#fff',
14             align: 'center'
15         });
16         this.preloaderText.anchor.setTo(0.5, 0.5);
17
18         //preload the images, sprites and audio assets into memory
19         this.load.image('logo', 'assets/PhaserLogo.png');
20         this.load.image('starfield', 'assets/starfield.png');
21         this.load.image('startButton', 'assets/startButton.png');
22         this.load.image('ship', 'assets/ship.png');
23         this.load.image('bullet', 'assets/bullet.png');
24     },
25
26     create: function () {
27
28     },
29
30     update: function () {
31         // You don't actually need to do this, but I find it gives a
much smoother game experience.
32         // Basically it will wait for our audio file to be decoded
before proceeding to the MainMenu.
33         // You can jump right into the menu if you want and still play
the music, but you'll have a few
34         // seconds of delay while the mp3 decodes - so if you need your
music to be in-sync with your menu
35         // it's best to wait for it to decode here first, then carry on.
36         // If you don't have any music in your game then put the
game.state.start line into the create function and delete
37         // the update function completely.
38         this.game.state.start('MainMenu');
39     }
40
41 };

```