```javascript
BasicGame.Game = function (game) {};

//Graphical Object
var ship;

BasicGame.Game.prototype = {

    create: function () {
        //Specifying the physics game engine to ARCADE
        this.physics.startSystem(Phaser.Physics.ARCADE);
        //Adding the starfield, logo onto the screen
        this.starfield = this.add.tileSprite(0, 0, 800, 600, 'starfield');
        //Adding the ship onto the screen, set the physics and the
boundarys
        ship = this.add.sprite((this.world.width / 2), this.world.height -
50, 'ship');
        ship.anchor.setTo(0.5,0);
        this.physics.enable(ship, Phaser.Physics.ARCADE);
        ship.body.collideWorldBounds = true;
    },

    update: function () {
        //execute 'createUfo','createLife','moveShip','collisionDetection'
function

    }

};
```