```javascript
var BasicGame = {};

BasicGame.Preloader = function (game) {
    this.ready = false;
};

BasicGame.Preloader.prototype = {

    preload: function () {
        //Displays a loadng screen message while the assets are loaded into
memory
        this.preloaderText = this.add.text(this.world.centerX, this.world.c
enterY, 'Loading...', {
            fontSize: '96px',
            fill: '#fff',
            align: 'center'
        });
        this.preloaderText.anchor.setTo(0.5, 0.5);

        //preload the images, sprites and audio assets into memory
        this.load.image('logo', 'assets/PhaserLogo.png');
        this.load.image('starfield', 'assets/starfield.png');
        this.load.image('startButton', 'assets/startButton.png');
        this.load.image('ship', 'assets/ship.png');
    },

    create: function () {

    },

    update: function () {

        //    You don't actually need to do this, but I find it gives a
much smoother game experience.
        //    Basically it will wait for our audio file to be decoded
before proceeding to the MainMenu.
        //    You can jump right into the menu if you want and still play
the music, but you'll have a few
        //    seconds of delay while the mp3 decodes - so if you need your
music to be in-sync with your menu
        //    it's best to wait for it to decode here first, then carry on.
        //    If you don't have any music in your game then put the
game.state.start line into the create function and delete
        //    the update function completely.
            this.game.state.start('MainMenu');
    }
};
```
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