

```

1  BasicGame.Game = function (game) {};
2
3  //Graphical Object
4  var ship;
5
6  var bullets; //Bullets which your spaceship fires
7  var fireRate = 100; // Rate at which bullets are fired
8  var nextFire = 0;
9
10 //Misc Variables
11 var cursors; //Keyboard control
12
13 BasicGame.Game.prototype = {
14
15     create: function () {
16         //Specifying the physics game engine to ARCADE
17         this.physics.startSystem(Phaser.Physics.ARCADE);
18         //Adding the starfield, logo onto the screen
19         this.starfield = this.add.tileSprite(0, 0, 800, 600, 'starfield');
20         //Adding the ship onto the screen, set the physics and the
21         //boundaries
22         ship = this.add.sprite((this.world.width / 2), this.world.height -
23         50, 'ship');
24         ship.anchor.setTo(0.5,0);
25         this.physics.enable(ship, Phaser.Physics.ARCADE);
26         ship.body.collideWorldBounds = true;
27
28         //Create the bullets group, set the physics, multiples and
29         //boundaries
30         bullets = this.add.group();
31         bullets.enableBody = true;
32         bullets.physicsBodyType = Phaser.Physics.ARCADE;
33         bullets.createMultiple(30, 'bullet', 0, false);
34         bullets.setAll('anchor.x', 0.5);
35         bullets.setAll('anchor.y', 0.5);
36         bullets.setAll('outOfBoundsKill', true);
37         bullets.setAll('checkWorldBounds', true);
38
39         //Setting the keyboard to accept LEFT, RIGHT and SPACE input
40         this.input.keyboard.addKeyCapture([Phaser.Keyboard.LEFT, Phaser.Key
41         board.RIGHT, Phaser.Keyboard.SPACEBAR]);
42         cursors = this.input.keyboard.createCursorKeys();
43     },
44
45     update: function () {
46         //execute 'createUfo','createLife','moveShip','collisionDetection'
47         //function
48         this.moveShip();
49     }
50 };

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44     },
45
46     //moves ship and fires bullet from keyboard controls
47     moveShip: function () {
48         //if left arrow key pressed move players ship left
49         if (cursors.left.isDown) {
50             // Move to the left
51             ship.body.velocity.x = -200;
52         }
53         //if right arrow key pressed move players ship right
54         else if (cursors.right.isDown) {
55             ship.body.velocity.x = 200;
56         }
57         //else stop ship
58         else {
59             ship.body.velocity.x = 0;
60         }
61         //if space bar is pressed execute the 'fireBullet' function
62         if (this.input.keyboard.isDown(Phaser.Keyboard.SPACEBAR)) {
63             this.fireBullet();
64         }
65     },
66
67     //Generate bullet and position in the x axis, set the velocity and play
the audio
68     fireBullet: function () {
69         if (this.time.now > nextFire && bullets.countDead() > 0) {
70             nextFire = this.time.now + fireRate;
71             var bullet = bullets.getFirstExists(false);
72             bullet.reset(ship.x, ship.y);
73             bullet.body.velocity.y = -400;
74         }
75     }
76
77 };

```