

```

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('ufo', 'assets/ufo.png');
24         this.load.image('life', 'assets/lives.png');
25         this.load.image('bullet', 'assets/bullet.png');
26     },
27
28     create: function () {
29
30     },
31
32     update: function () {
33
34         //    You don't actually need to do this, but I find it gives a
much smoother game experience.
35         //    Basically it will wait for our audio file to be decoded
before proceeding to the MainMenu.
36         //    You can jump right into the menu if you want and still play
the music, but you'll have a few
37         //    seconds of delay while the mp3 decodes - so if you need your
music to be in-sync with your menu
38         //    it's best to wait for it to decode here first, then carry on.
39
40         //    If you don't have any music in your game then put the
game.state.start line into the create function and delete
41         //    the update function completely.

```

```
42         this.game.state.start('MainMenu');
43     }
44
45 };
```