

```

1  BasicGame.MainMenu = function (game) { };
2
3      var startButton;
4      var starfield;
5      var logo;
6
7  BasicGame.MainMenu.prototype = {
8
9      create: function () {
10
11          //      We've already preloaded our assets, so let's kick right into
the Main Menu itself.
12          //      Here all we're doing is playing some music and adding a
picture and button
13          //      Naturally I expect you to do something significantly
better :)
14
15          //Outputting sky, ship, score, lives, total and Start Time to the
screen
16          // The scrolling starfield background
17          starfield = this.add.tileSprite(0, 0, 800, 600, 'starfield');
18          logo = this.add.sprite((this.world.width / 2), (this.world.height /
2) - 150, 'logo');
19          logo.anchor.setTo(0.5,0.5);
20          startButton = this.add.button((this.world.width / 2),
(this.world.height / 2) + 50, 'startButton', this.startGame);
21          startButton.anchor.setTo(0.5,0.5);
22      },
23
24      update: function () {
25          //      Do some nice funky main menu effect here
26      },
27
28      startGame: function () {
29          //      And start the actual game
30          this.game.state.start('Game');
31      }
32
33  };

```