

```
1  /**
2   * File Name: play.js
3   * Live Demo: http://www.adventurers-of-renown.com/GAMEAPP/index.html
4   * Source Code: http://makingbrowsergames.com/book/
5   * Description: File for templating play state in game shell.
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7   * Version: 0.0.0.8
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10  *
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17  *
18  * Redistribution of part or whole of this file and
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20  *
21  */
22  "use strict";
23  window.GAMEAPP.state.play = {
24    preload: function() {
25      console.log("loading play state");
26    },
27    create: function() {
28      console.log("starting play state");
29    },
30    },
31    update: function() {
32    }
33  };
34  };
35  };
36
37  /* End of file */
38  /* Location: ./js/state/play.js */
39
40
```