



Welcome to issue 154 of Phaser World! Email look weird? [View it on the web.](#)

It's been a crazy busy past couple of weeks. We have released the Game Web Monetization Plugin, which allows you to easily support this exciting new API in your Phaser games. Read all about that later in this issue.

We've also re-started development of Phaser 4, taking some time to tidy things up, build new development tools and continue to enhance the API. Look out for the Dev Log next issue for more details and be sure to join us in the Phaser 4 Discord channel.

Plus, we're very pleased to announce that [CP Rewritten](#), one of the biggest Club Penguin fan re-creation sites, has recently sponsored development of a new feature for Phaser: *Compressed Texture support*. This will be coming to both Phaser 4 and 3.55.

Got a game or article you'd like featured? [Email me](#) or send a message on [Discord](#).

Until the next issue, keep on coding!

**FEATURED GAME**



## 8-Ball Billiards

An authentic recreation of the classic game of billiards with super-smooth gameplay, smart AI and lovely graphics.

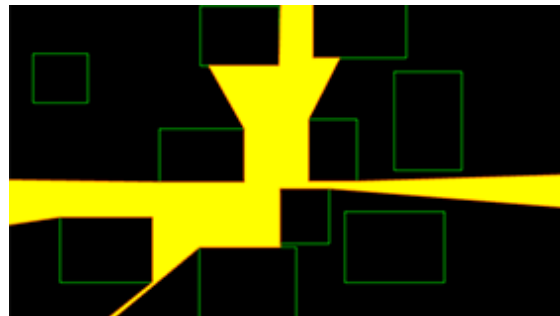
[Read More](#)



## Aqua Blitz 2

Join Pearl the mermaid as she guides you on an adventure through more than 700 splashy levels in this beautiful undersea match 3.

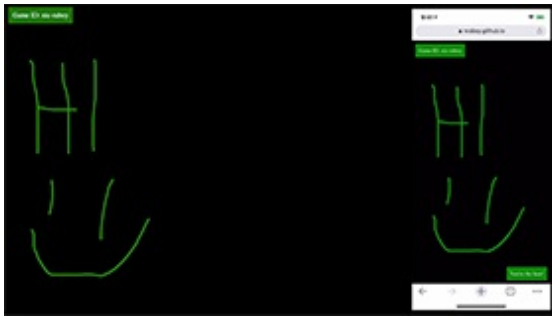
[Read More](#)



## Ray Casting and Visibility Polygons Tutorial

How to create light and darkness using ray casting and polygon visibility.

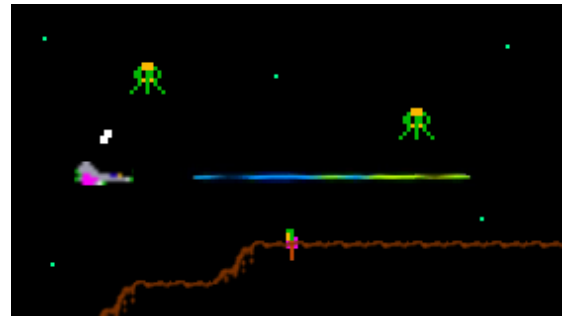
[Read More](#)



## MongoDB Drawing Game Tutorial

Creating a Multiplayer Drawing Game with Phaser and MongoDB.

[Read More](#)



## Defender

Defeat waves of invading aliens, while protecting the astronauts in this Williams arcade classic remake.

[Read More](#)

**FEATURED NEWS**

```
class Example extends Phaser.Scene
{
  constructor ()
  {
    super();
  }

  preload ()
  {
    this.load.atlas('knight',
    this.load.image('bg',
    this.load.spritesheet('...'));
```

**Unofficial Phaser Help Center**  
Phaser docs & examples browser

Create Animation On Sprite    constant Phaser.DOWN: number #u  
Create Animation Without Frame Names    constant Phaser.LEFT: number #u

## Unofficial Phaser Help Center is Live

Easily browse the Phaser API and Examples using this new online tool from the author of Phaser Editor.

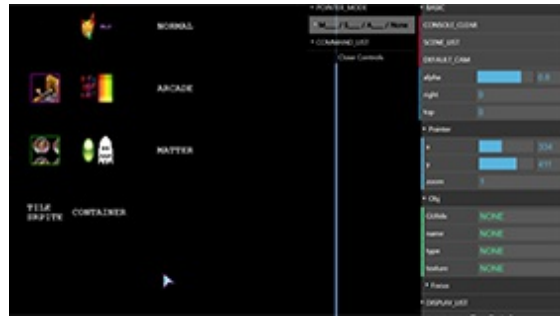
[Read More](#)



## Lucky Golden Piggies

Work your way to fortune and prosperity as you merge the super-cute piggy banks together in this addictive game.

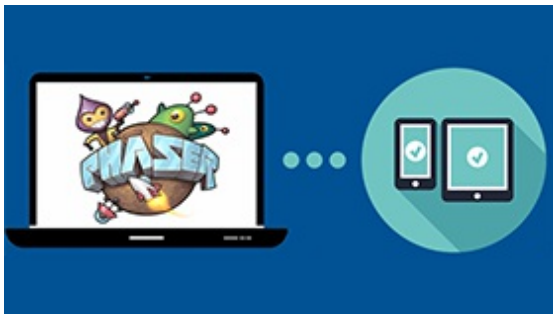
[Read More](#)



## Phaser 3 GUI Inspector

Gain an insight into your display list, Game Objects and more with this UI debugging tool.

[Read More](#)



## Mobile Device Testing Tutorial

How to quickly test your Phaser 3 game on Mobile Devices, straight from the development server.

[Read More](#)



## Bricks Hyper Casual Game Tutorial

Learn how to make the game Bricks using Arcade Physics and Tweens.

[Read More](#)



## Solitaire Cardpool

How fast are you at solitaire on steroids?!



## Matter Physics Object Pools

[Read More](#)

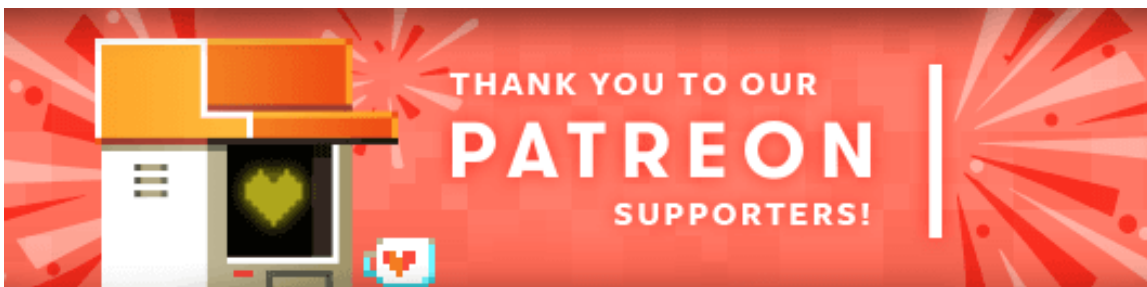
Learn how to use Object Pools with Matter.js Physics bodies in Phaser 3.

[Read More](#)

# Only 480 to go!

Please help get us to 30,000 stars on GitHub  
It only takes a click and we'd really appreciate it 🙏

[Give Phaser a star](#)



Because Phaser is an open source project, we cannot charge for it in the same way as traditional retail software. What's more, we don't ever want to. After all, it's built on, and was born from, open web standards. The core framework will always be free, even if you use it commercially. **Because of this, we rely 100% on community backing to fund all development.**

Your support helps secure the constant cycle of updates, fixes, new features and planning for the future. Please help support [Phaser on Patreon](#), via [PayPal](#) or [GitHub Sponsors](#).

Thank you to the following awesome patrons who recently joined

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## Web Monetization for Games

We recently released the [Game Web Monetization Plugin](#), along with the sample game "3 Candies" and comprehensive 7-part tutorial. This makes it really easy to take advantage of the Web Monetization API from your Phaser games.

### What is Web Monetization?

At its heart, Web Monetization is a JavaScript browser API that allows game developers to monetize their games by creating a constant payment stream. As players play, micropayments are sent to your wallet. It is also being proposed as a W3C standard. The aim is to solve a common issue:

"The ability to transfer money has been a long-standing omission from the web platform. As a result, the web suffers from a flood of advertising and corrupt business models. Web Monetization provides an open, native, efficient, and automatic way to compensate creators.

Until recently, there hasn't been an open, neutral protocol for transferring money. Interledger provides a simple, ledger-agnostic, and currency-agnostic method for the transfer of small quantities of money. This opens up the possibility for streaming money, which makes Web Monetization possible for the first time."

### How does it work?

Users register with a Web Monetization provider such as [Coil](#). After signing-up they can pay a small fixed amount per month, and thanks to the Coil browser extension, or by using a browser that natively supports Web Monetization, the users automatically support the content they are enjoying.

This happens because you can easily initialize the Game Web Monetization Plugin directly from your games, making the process fully automatic for both you and your players. With the plugin running, micropayments are streamed directly to your wallet, for the duration the players are enjoying your game. You can detect if this is happening in your game

code, allowing you to offer extra or exclusive content to those who are supporting you.



## How to receive micropayments

In order for your games to receive micropayments it is necessary to have a wallet. You can see a list of all Web Monetization compatible wallets [here](#).

Using the wallet you can generate a single Payment Point using the Interledger protocol. This is what enables the constant flow of micropayments while someone is playing your game.

Your Web Monetized game is configured to use this Payment Point via the plugin, which we'll cover later in this tutorial. If the plugin detects that the player has the Coil extension, or is using a supported browser, then it begins to generate the micropayment to you. At this point you will receive event notifications from the plugin and can decide what benefits to give them, knowing full well that the money is being streamed directly to your wallet at that moment, and all without annoying the user with an In App Purchase window or credit

card form.

## What benefits can you give players?

It's up to you to decide what benefits you give your micropaying players. For example you could chose not to display any advertisements or pre-roll videos to them. Or, you could give them a game-specific bonus, such as extra power-ups, additional characters or exclusive levels. It's entirely up to you.

Web Monetization is not intended to replace *all* of the ways your games can make money. For example, perhaps your game offers a subscription service, or sells game enhancements. You can still do this. However, Web Monetization offers a much more player-friendly alternative to bombarding them with advertisements, for example. There's no need to interrupt your game with videos and ruin the flow as you know you're already being paid.

We strongly suggest you familiarize yourself with the core concepts by reading over the [Coil provider page](#) and the [Web Monetization page](#). Then let's get started setting up our payment provider.

[Read the full 7 part tutorial](#) which is also [available in Spanish](#)

## Download the latest version of Phaser

Phaser v3.54.0 "Futaro" was released on the 26th March 2021.

[Download v3.54.0](#)



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