

PHASER WORLD

JUNE 2021

ISSUE
157



Welcome to issue 157 of Phaser World! Does this email look weird? [View it on the web.](#)

Development is a very up-and-down process. Sometimes you fly through tasks and other times they appear to crawl. But this past few weeks it has felt like my feet haven't even had time to touch the ground. Progress on Phaser 3.56 and 4.0.0 has been intense, with many exciting updates landing. Be sure to read the June Dev Log next week.

You lot have been busy, too! As another great batch of news this issue demonstrates. From multiplayer tutorials to superb puzzle games, there's plenty to dig in to.

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



Amazing Word Twist

Challenge your brain with this fun word-based puzzle game.

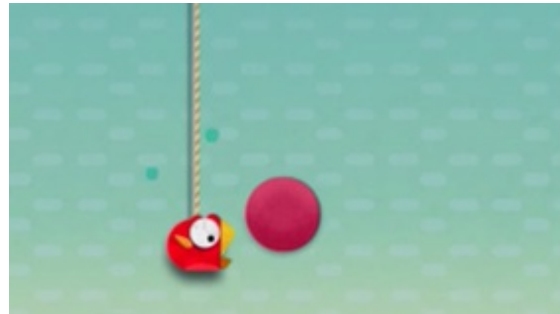
[Read More](#)



Slimoban

It's sokoban, with slimes! Slide, push and fireball your way through 30 puzzle levels.

[Read More](#)



Puppet Bird Wheel Tutorial

How to create a rotating crank for a Puppet Bird style game.

[Read More](#)

```
C:\Users\Triqui\Dropbox\beta\vvvvv
Hash: 38db8e3f6d1a48e5b894
Version: webpack 4.43.0
Time: 7881ms
Built at: 14/06/2020 17:00:08
    Asset      Size  Chunks
bundle.js  963 KiB    0 [emitted]
Entrypoint main [big] = bundle.js
[0] ./phaser.min.js 955 KiB {0} [built]
[1] ./game.js 17.5 KiB
```



Basic Phaser Webpack Guide

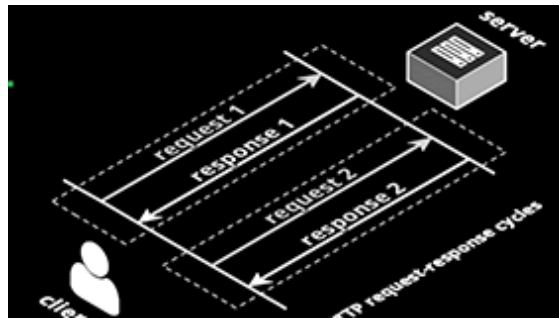
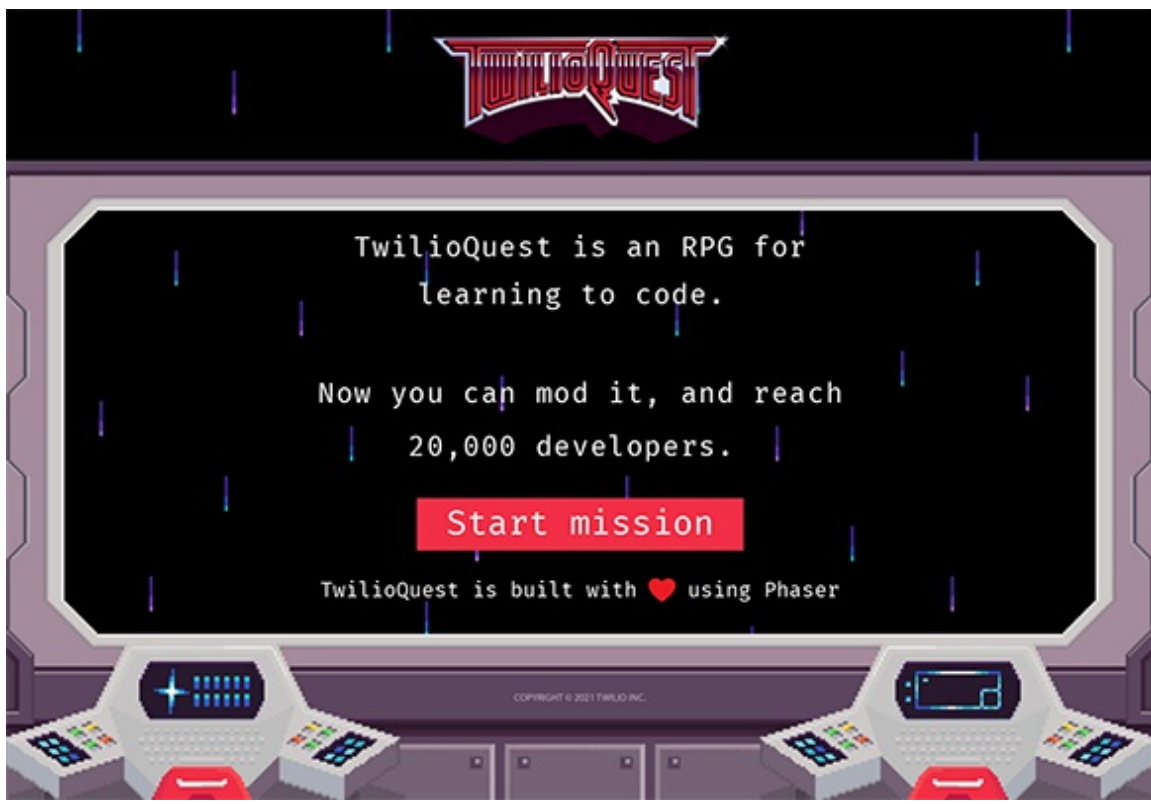
A guide to getting started with Webpack and Phaser to prepare your game for distribution.

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Hanger 2

Swing your way to the finish and watch the grand finale as you're catapulted far across the terrain.

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Multiplayer Space Invaders Tutorial Part 1

Building a realtime multiplayer Space Invaders game in less than a day.

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Undead Sokoban

Push the dead back into their graves in this creepy Sokoban twist.

[Read More](#)

Multiplayer Space Invaders Tutorial Part 2

Learn about network protocols, architecture and system design for a multiplayer Space Invaders game.

[Read More](#)



Run Panda Run

This bouncing bear is embarking on an incredible journey. Tag along with him in Run Panda Run.

[Read More](#)

Only 160 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](#)



Add Text Input to Your Phaser 3 Game with RexUI

See how you can use the RexUI TextEdit plugin to get text input from the player.

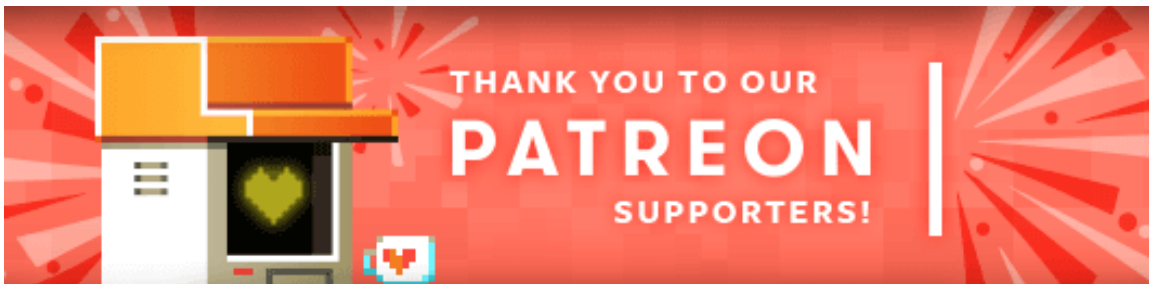
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5 Local Web Server Options to Get Started with Phaser

Setting up your development environment can be a challenge. We share 5 simple and easy options for Mac or Windows.

[Read More](#)



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

Brian Jenkins, David Scott, Tom Beeping, HaMeRoN, Lyle Peters, JC, Michael Lindsay, Fabio Yuiti Goto, Ashwin Deepak, Leonardo Javier Russo, Florentin, Tim Frost, Konstantin Kaiser and Simone Ferrero.



Phaser 3.55.2 Released

Phaser 3.55.2 was released on the 27th of May and it includes a couple of high-profile fixes that slipped through the net in the 3.55.0 release. This includes fixing the rendering of filled Shape Game Objects.

3.56.0 is now in development and will contain some Loader fixes for those of you using Phaser wrapped with Capacitor for native apps. This version will also introduce compressed texture support.

Phaser 4 development is also been going great guns, with some massive internal changes and new tools being made. Be sure to check out the June Dev Log when it lands next week as it contains loads of new details, including the new Entity Component System and new rendering and debugging tools.

If you've missed out on Phaser 4 development then be sure to catch up on the [May Dev Report](#) to get an overview of what's happening.

Download the latest version of Phaser

Phaser v3.55.2 "Ichika" was released on the 27th May 2021.

[Download v3.55.2](#)



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