

PHASER WORLD

JULY 2021

ISSUE
159



Welcome to issue 159 of Phaser World! Does this email look weird? [View it on the web.](#)

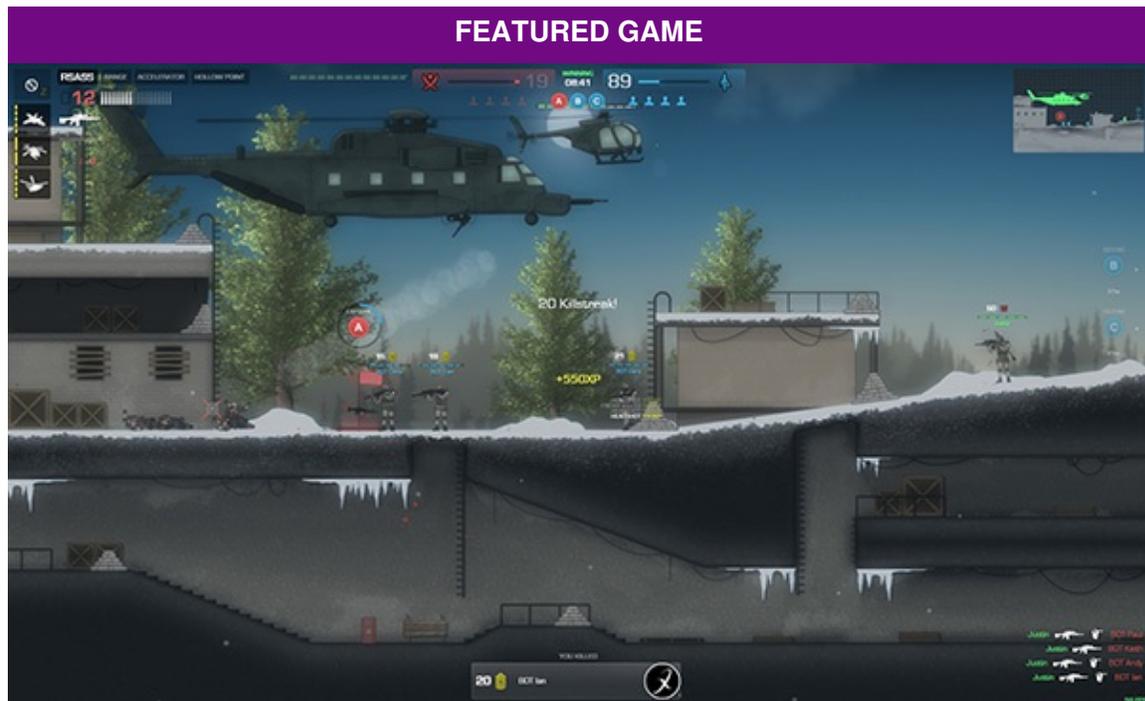
Phew! I don't know about where you live, but it's sweltering hot here. Summer has finally landed. And you know what else is hot? Deadswitch 3! Available now on Steam or a lite version in browser this is a superb game. Think Counterstrike but in 2D.

We've also got a bunch of new tutorials, some more fantastic patrons have joined us and I released another special FX Pack for them all yesterday. Despite the heat, development has been intense and I'll be writing about it all in this months Dev Log, so look out for that shortly.

Also, Andreas from [CodeAndWeb](#) (the creators of TexturePacker, Spritelluminator and PhysicsEditor) are looking to hire somebody to write, update and maintain the Phaser tutorials on their web site. If you are good in both writing and coding, please contact support@codeandweb.com for more details.

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

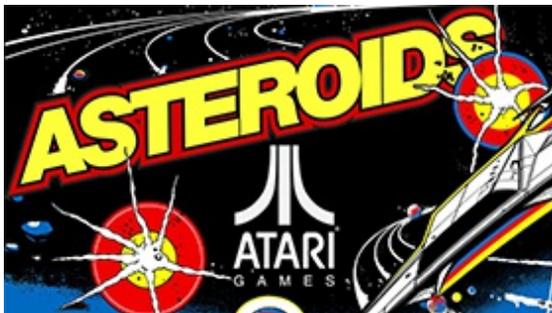
Until the next issue, keep on coding!



Deadswitch 3

A fast-paced 2D multiplayer shooter. Experience action-packed combat with hundreds of weapons and multiple solo and team-based game modes.

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Atari Asteroids

Blast rocks, dodge the saucers and hyperspace with care in the official web version of the Atari classic.

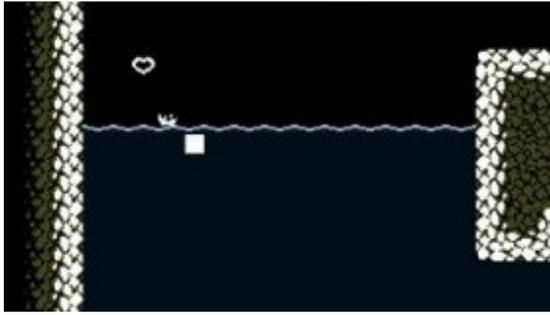
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Using Tilemaps in Phaser 3 from an Array

In this new video learn how to add Tilemaps to your game using an data array.

[Read More](#)



Build a game like qomp with Arcade Physics

Full source code to make a game like qomp, where you play as a Pong ball that must escape the paddles.

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Mahjong Connect

A classic Mahjong game with an old-school feel and retro music. Find the matching pairs and clear the board before the timer hits zero!

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Body Guard

Blast away Coronavirus, Ebola and more in this pandemic inspired Web Monetized game.

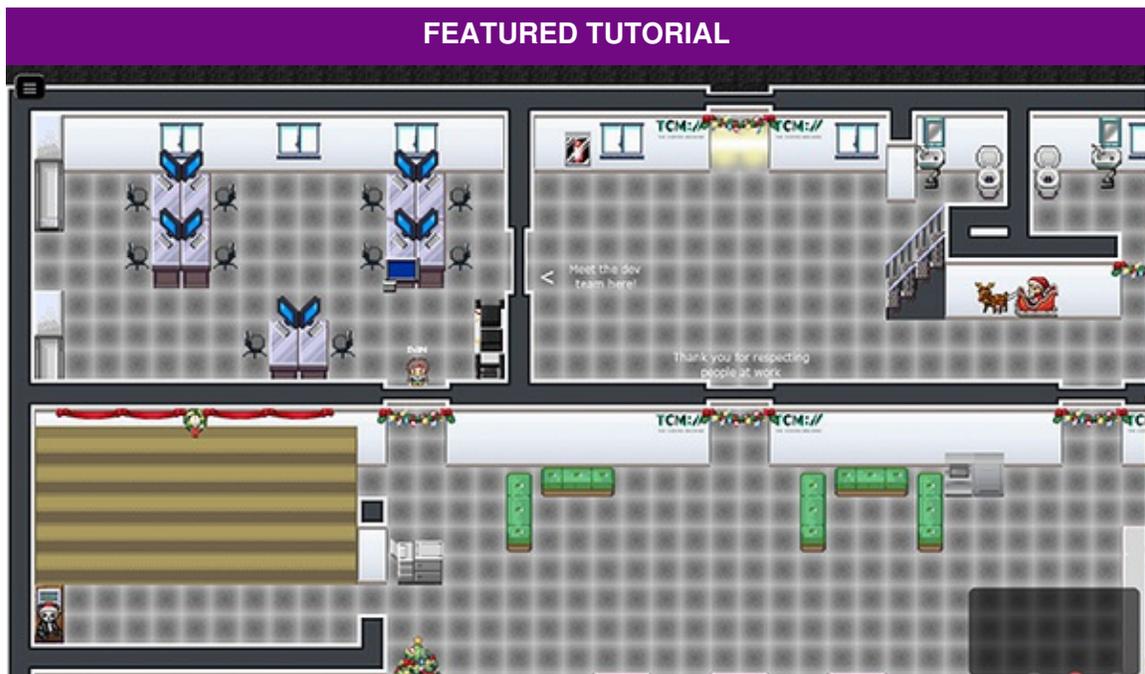
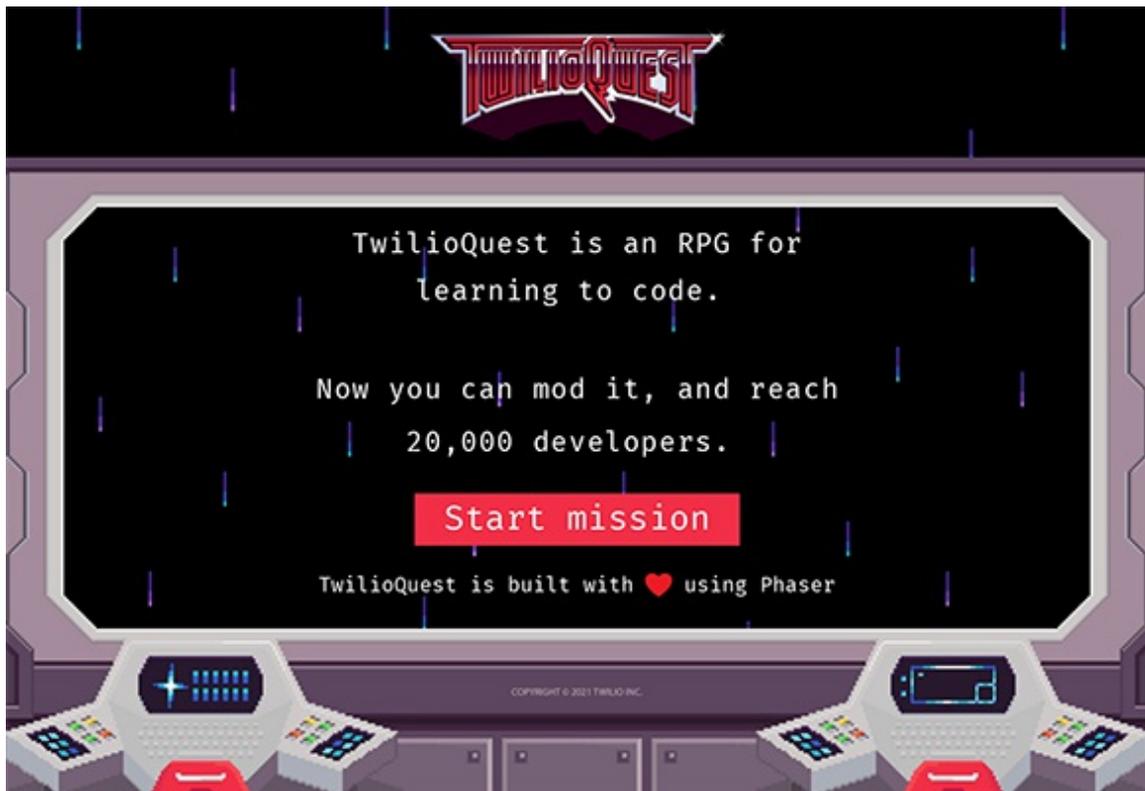
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Bouncing Light Phaser 3D Prototype

Turn your 2D games in to shiny new 3D games with almost no effort thanks to three.js and Phaser 3D library.

[Read More](#)



Energy Consumption of Web Games

A comprehensive look at the power consumption used by Phaser games and how to reduce it.

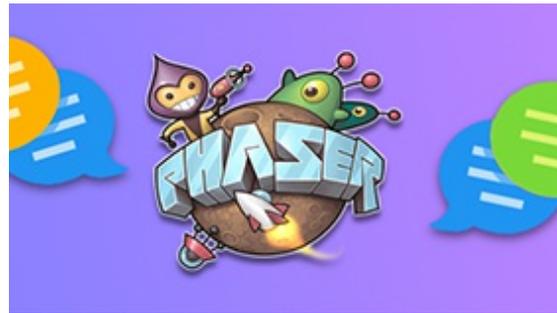
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Simple Fog of War Effect for a Roguelike

How to create a fog of war effect to give the right atmosphere for a dungeon crawler.

[Read More](#)



How to Communicate Between Scenes in Phaser 3

Use events to pass data between Scenes for decoupled code.

[Read More](#)

We did it!

Thank you for helping us reach 30,000 stars on GitHub
Sadly, we will start from zero with Phaser 4! 🍷

[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

Hermtastic - Mahmut Bayri - Kunal C - Jason Levien
Michael Salaverry - Michael Anderson - Kevin Koslowski
Rolie Agustin - Timothy - Yuri Alves



Phaser Dev Log - June 2021

In the June 2021 Dev Log I discuss all of the most recent changes, both to Phaser and the company.

I cover our application to the UK Games Fund, details about Phaser 3.55 and a massive deep-dive into the new features of Phaser 4 including Direct Mode and the swanky Debug Panel.

There's [lots to read and examples to play with](#), so dive in and get up to speed!

Also, keep your eyes open for the July 2021 Dev Log, which will land next week :)

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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