PHASER WORLD

MARCH 2021

ISSUE 151

Welcome to issue 151 of Phaser World!

It's been a busy couple of weeks since the last issue! First of all, Phaser 3.54.0 has been released which you can download from GitHub and npm. This version mostly fixes bugs, has a new build of the Spine Plugin and continues our commitment to improving Phaser 3 throughout 2021.

There are some stunning games this issue, too, including the wonderful Valhalla, a remake of the Amiga classic and 1942, a remake of the Capcom arcade classic! You'll also find great tutorials and the mightily impressive Enable3D plugin.

Got a game or article you'd like featured? Just email me or send me a message on Discord. Until the next issue, keep on coding!

Issue 151

March 2021

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FEATURED GAME

Valhalla

Play through this hilariously amusing devious puzzle solving adventure game, faithfully remade from the Amiga classic.
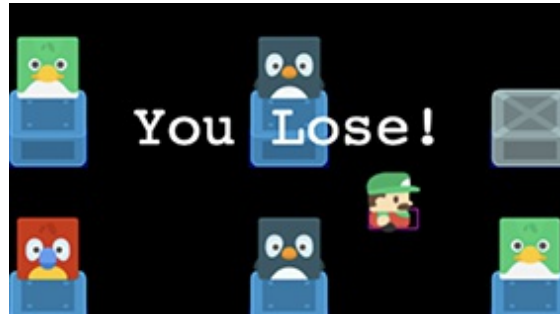
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1942

A faithful recreation of the classic Capcom arcade shooter.

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Memory Match Part 6

In the final part of this Mario Party mini-game tutorial series learn how to add a countdown timer.

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Reveal Effects Tutorial

How to create a scratch-off effect using a Render Texture and cover images.

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Monster Says

A super-cute take on the Simon Says formula.

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Enable 3D

Integrate 3D Objects and Physics with few lines of code in to your Phaser Games.
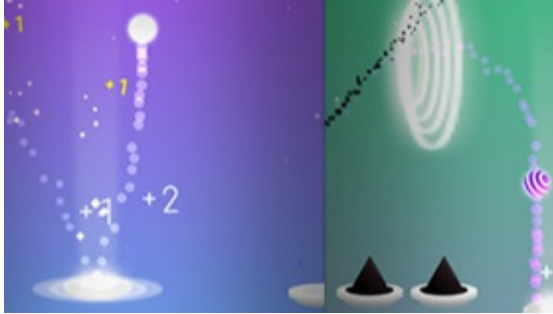
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Amazing Squares

A fun, challenging and addictive blocks game. Can you make the connections needed to fill the grid?
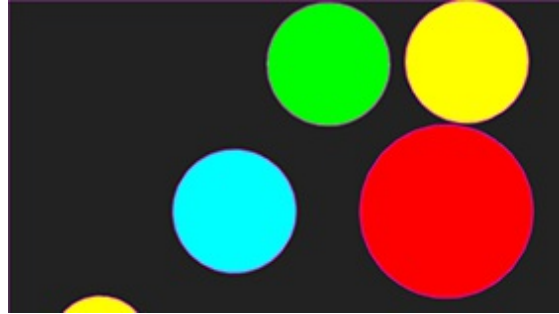
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Poker Hands Tutorial

A tutorial series dealing with managing poker card hand combinations in your game.

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Bouncy Light Tutorial

Create a game like Bouncy Light using Phaser and Arcade Physics.
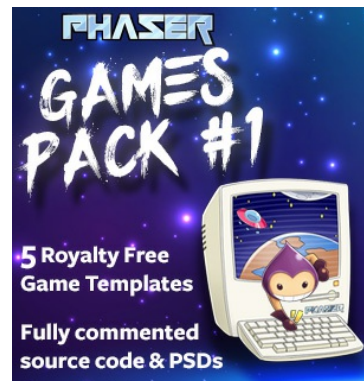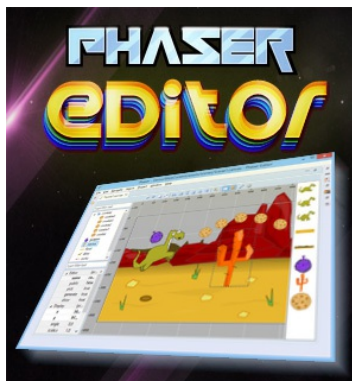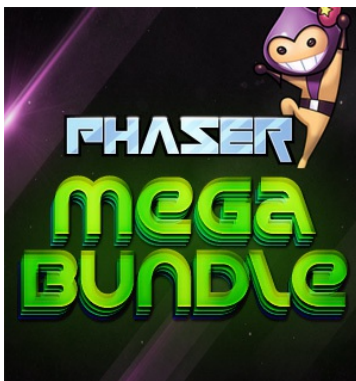
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Fuze Ball Tutorial

Create a game like Fuse Ballz using Phaser and Matter Physics

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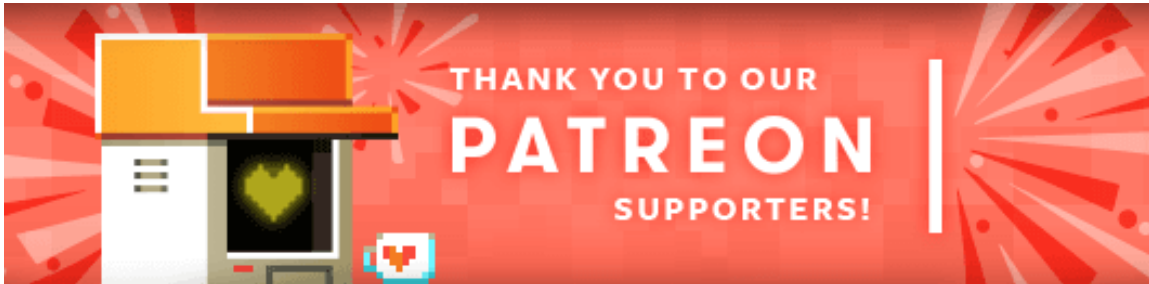
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Because Phaser is an open source project, we cannot charge for it in the same way as traditional retail software. What's more, we don't ever want to. After all, it's built on, and was born from, open web standards. The core framework will always be 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

Jetly Sandita, Carl Lindahl, Marie-Maxime Tanguay, Seth Brown, Marcus Ngai, Jacques Lalancette, Madincea Vasile, Jonathan T Dean, Andy Duplain, Troy Ready, Paul Sawaya, Daniel Whiffing, Isaac Pante, Michael Liu, Max Child, Joshua, Juan Pablo Amador, Stathis Mor, Joey Parrish, David Need, Can Delibas, CPI Continued, Mik Rus, The Zen Society, amumu, jan, Matthew Rorke, Marc Abbey, Christen Lofland, Nathan Sampey, Andrew Postma, Rocky Kev, Nemo Stein, Srikar, Bas Pronk, ScorpioServo, Stas Schaller, Jose Nario, Aaron Carter, Javascript Games, Matthew Vroman, Frank Ramirez, Stefan Hayden, LukeWolfGames, Ro, Johannes Spaulding, William Clarkson, Dominick A Bruno and Dean Silfen.

With the release of Phaser 3.50 it is now possible to easily apply post processing effects to your games. Often abbreviated to post-fx, these are shaders that are applied after a Game Object, Layer, Camera or Scene has been rendered. Because they take place post-render, it allows you to do all kinds of really cool things. Typical examples of post-fx include blur, glows and, of course, beautiful transitions - the kind that only shaders make possible.

In case you missed it in the previous issue, I released the brand new **Warp Post FX Pack** completely free for all readers to download.

Download Warp FX Pack

The Warp Post FX Pack allows you to create a beautiful warp displacement effect between any Game Object that supports post-pipelines. This includes Sprites, Layers, Cameras and it can even be used for a Scene transition. You can customise the effect to modify the smoothness of the warp and the direction, leading to some visually lovely combinations.

I strongly suggest you download the entire GitHub repo, because within it you'll find full documentation, lots of examples which show you how to use the FX, an example runner, the full source code for the FX (in TypeScript) and the build files available in both ES5 format and as an ES Module. There are TypeScript defs, too. The readme.html includes instructions on how to use the FX in your own games, no matter how you're coding them.

The source code for this FX pack and the examples are released under the MIT license, so you're free to use it in your own games. However, please understand that the assets are not included with this license, so use them for testing purposes only.

I really hope you enjoy this FX Pack! Feel free to chat to us on Discord if you need any help implementing it.

Download the latest version of Phaser

The version of Phaser 3.54.0 "Futaro" was released on the 26th March 2021.

Download v3.54.0