

# PHASER WORLD

JULY 2021

ISSUE  
158



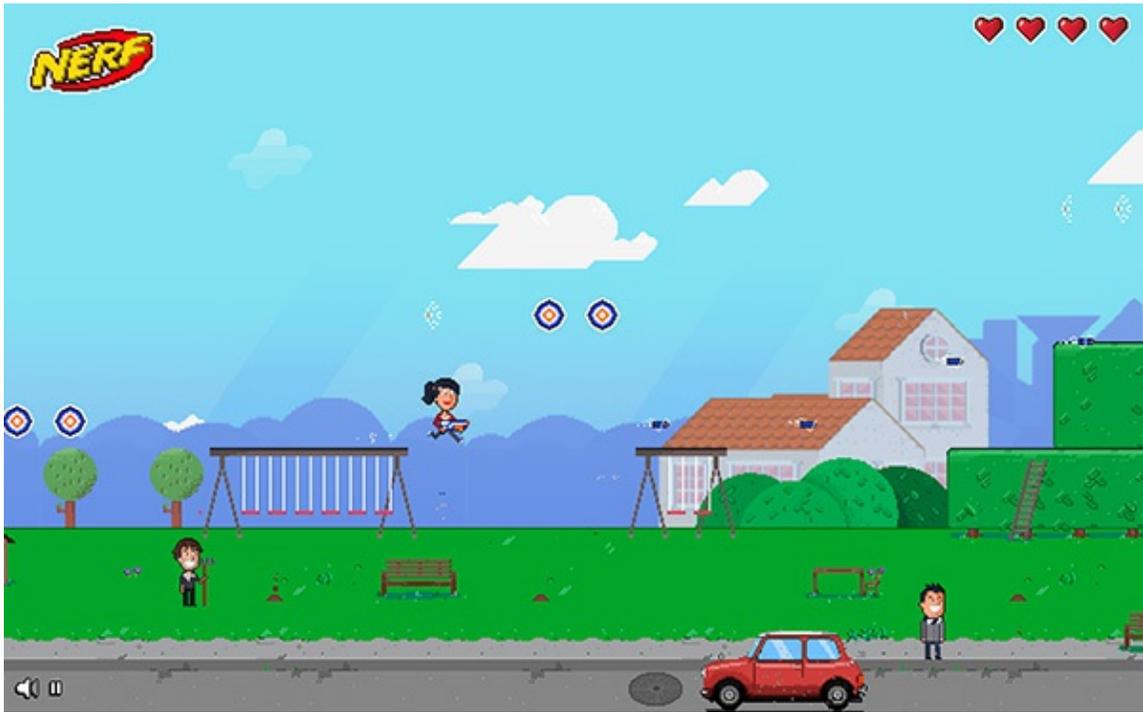
Welcome to issue 158 of Phaser World! Does this email look weird? [View it on the web.](#)

It's quite shocking to think we've reached July already! While at the same time, I have been coding my fingers off getting Phaser 4 more and more robust. There are some truly awesome new features in there now and I'd urge you to read the latest Dev Log to find out more.

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**



## Nerf: Be a Hero Again

Pick a player, grab a Nerf gun and blast your way through all the obstacles!

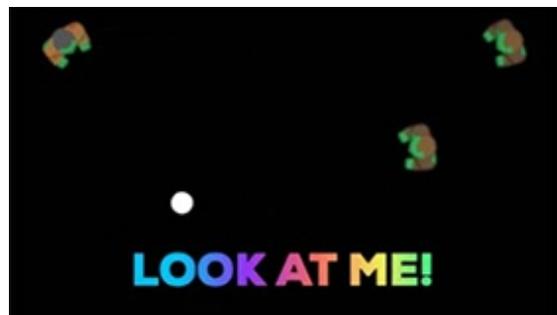
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## Amazing Dominoes

Enjoy 5 classic game modes with beautiful graphics, relaxing gameplay and six themes.

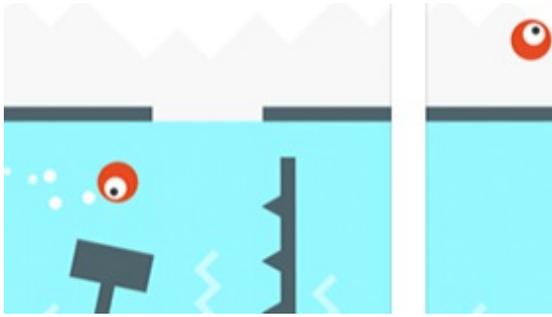
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## Make Enemy Sprites Track the Player

Use this tutorial to learn how to have enemies, opponents, or NPCs look at the player in a top-down game.

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## Hop Hop Hop Underwater Prototype

Use gravity and thrust to create a prototype of this hit hyper casual game.

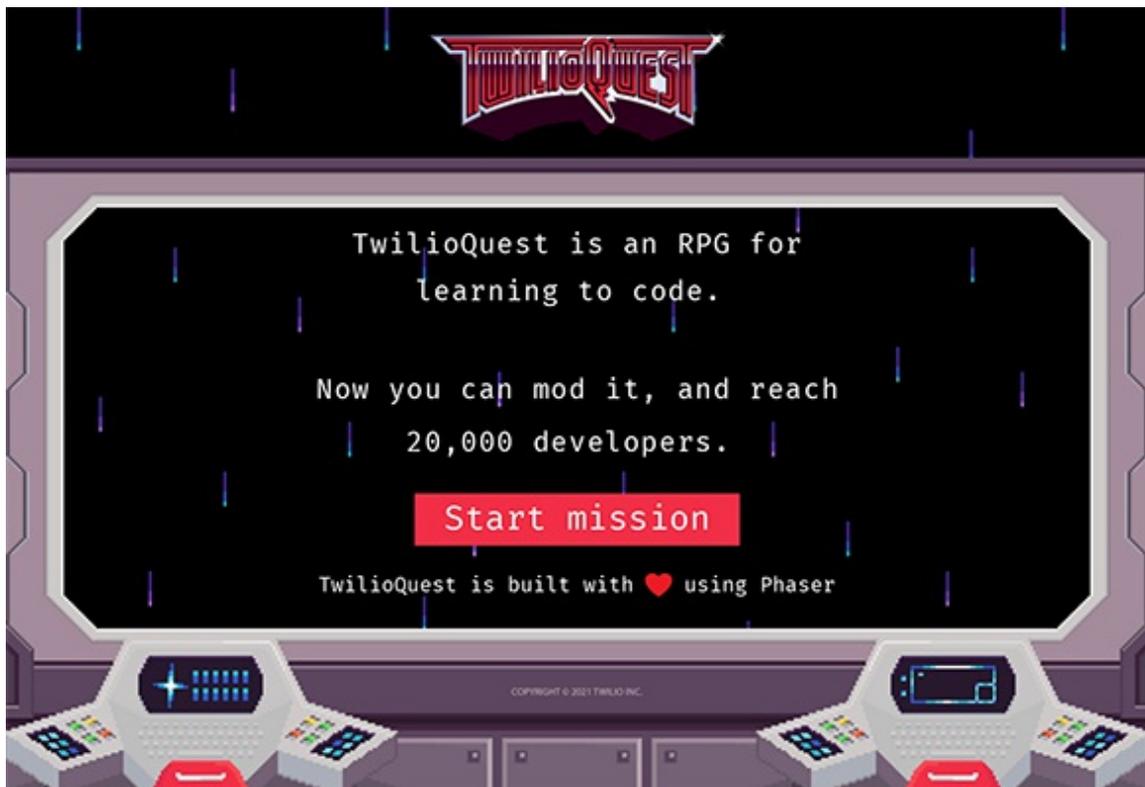
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## OddBods: Looney Ballooney

Create a clear path so the explosive Oddbod character floats away safely by removing a range of obstacles as fast as you can!

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## Farming 10x10

It's the classic 10x10 game, given a rural twist!

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## OpenForge Ionic Video

Building Mobile Games with Ionic Framework and Phaser JS.

[Read More](#)



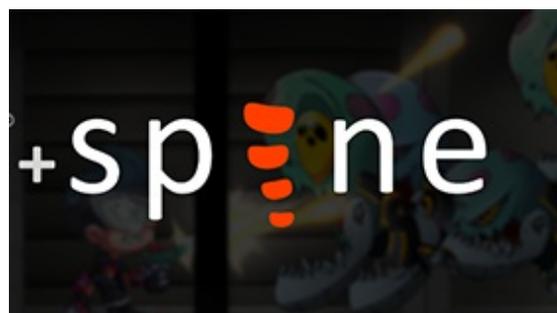
## Multiplayer Space Invaders Tutorial Part 3

Learn about implementing pub / sub in a multiplayer Space Invaders game.

[Read More](#)



## Multiplayer Space Invaders Tutorial Part 4



## Phaser Spine Plugin without NPM

The final part of how to build a multiplayer Space Invaders game.

[Read More](#)

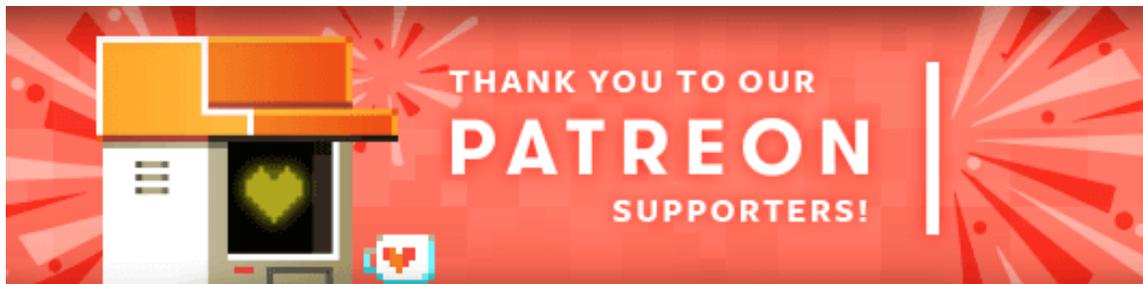
This tutorial will show you which files you need and how to use them to get the Phaser 3 Spine Plugin running.

[Read More](#)

## Only 80 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](#).

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## 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.

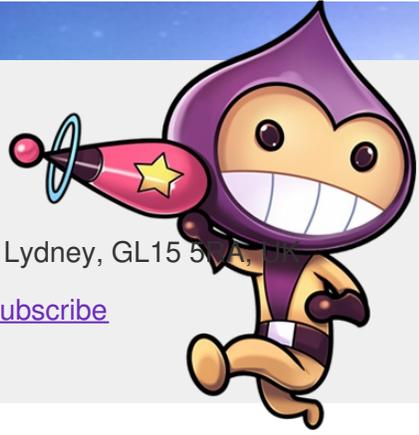
I cover our application to the UK Games Fund, details about Phaser 3.55 and a massive deep-dive into the new features of Phaser 4 including Direct Mode and the swanky Debug Panel.

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

## 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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