

PHASER WORLD



Welcome to Issue 44 of Phaser World

I know I'm a little biased, but this is a great issue! Because there have been some excellent posts on the Phaser site this week. Including *three* (count 'em!) featured games, a new release of Phaser, new tutorials, and even a free 420 page Phaser book.



On a personal level I'm really glad Phaser 2.6.2 is out. It brings to a close a great chapter in Phasers life. And I'm super excited about diving in to Phaser 3.

If you're taking part in Ludum Dare this weekend, then all the best - and please send me links to your games!

Until the next issue, keep on coding. Drop me a line if you've got any news you'd like featured (you can just reply to this email) or grab me on the Phaser [Slack channel](#).

Phaser 2.6.2 Released

The latest release of Phaser is here, with masses of updates under the hood. Just in time for LD36 :)



Games made with Phaser



[Minor Miner](#)

Game of the Week

Run, jump and slide your way through this brutal pixel art platformer.



[Orange Sea](#)

Staff Pick

Fly the hot air balloon across the stormy sea, avoiding the clouds and lightning.



[Sustainable Shaun](#)

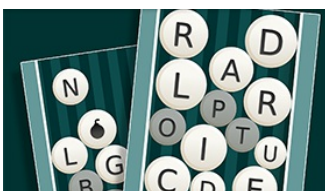
Staff Pick

Help Shaun build a sustainable city for all the animals that need a healthier home now and in the future.



[Rival Rush](#)

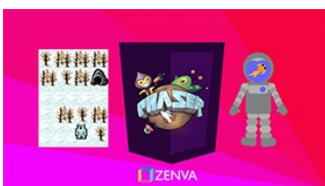
Avoid the oncoming traffic in this swerve-em-up.



[Word Crash!](#)

A fast, free, physics-based word game. Like Tetris, but with letters!

Phaser News & Tutorials



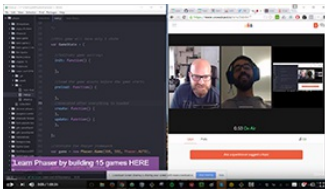
[Game Development for Human Beings](#)

A free 420 page ebook from basic to advanced game development with Phaser.



[Hero Slide Tutorial Part 3](#)

The third part of the tutorial series adds in explosions and bombs.



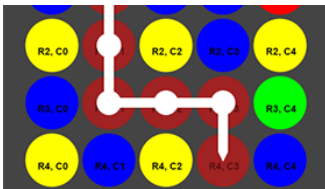
[Crater.io Hands-on Webinar](#)

Free 1 hour video tutorial on creating a platform game.



[Dots Tutorial](#)

Adapting the Dungeon Raid engine to create a iOS hit "Dots" prototype.



[Dungeon Raid Tutorial](#)

Part 4 of this series adds in new colors and falling tile masks.

Development Progress



Today we released [Phaser 2.6.2](#). As I reported last issue, we took the decision to remove all of the renderer updates from it, and get it out as a bug and enhancement release. There are lots of important fixes in 2.6.2 and it didn't seem fair to let them wait any longer. Plus it keeps our release momentum going.

This means the dev branch has now been updated ready for Phaser 3 development. So I'm crystal clear: this is *not* Lazer. It's just us using semver properly. There are some fundamental and large internal changes in Phaser 3, that touch every part of the renderer, so it just felt a lot safer to package up v2 in a nice little bow, and send it off, before getting down and dirty with v3.

Ludum Dare 36

At the time of writing, [Ludum Dare 36](#) is just 9 hours away from starting. I'm very pleased we got 2.6.2 released in time for it, and am looking forward to seeing what you all come up with!

If you've never taken part in LD before, then this would be a great opportunity to do so. There are various compos for single devs or teams, short time durations, or extended ones. Check out the site for details.

If you enter a Phaser game, please, *please* tag it with 'phaser' so I can find it when I search the entries! I'll be rounding-up the best ones on the Phaser site. So be sure to either tweet your links to me, or email them, or shove them on the Phaser forum. But whatever you do, tell me! :)

Pixi v4

Just a quick one, but congratulations to Mat and co. for releasing [Pixi v4](#). It's got a shiny new web site too. I could cry that it's not written in ES6 :) but it was a long, and sometimes painful gestation anyway. So they must surely be relieved it's finally in the wild. We wish them all the best.

13,000 Stars!

My final piece this week is just to say thank-you to everyone who has [starred Phaser on GitHub](#) - now over 13,000 of you! That's a fantastic number, and although I guess it's technically "worthless", it's still a great back on the pat for the team.

Have a great week everyone - if you are entering LD then may your fingers speed like lightning, and the dev inspiration sparks fly.

Geeky Links

This is the Skyrim mod to end them all: [Enderal](#). Epic, dark, brooding, and massive.

Continuing the RPG theme, [The Adventure Zone](#) is a fantastic podcast, with a group of adventures playing through a D&D game. It's great fun, focusing more on the hilarious team play, than die rolling.

Finally check out this beauty: [The 8bitdo Desktop Arcade cabinet](#). Seriously sweet!



Phaser Releases

The current version of Phaser is [2.6.2](#) released on August 26th 2016.

Phaser 3.0.0 is in development in the GitHub [dev branch](#).

Please help [support](#) Phaser development

Have some news you'd like published? Email support@phaser.io or [tweet us](#).

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