Welcome to issue 149 of Phaser World!

It has been so long since the last issue you might not wish to receive this newsletter any longer. Perhaps you don't even remember subscribing to it? I assure you, at some point in time, you did. Of course, I'd love it if you stayed, but click here to unsubscribe, no questions asked.

If this is your first issue of Phaser World, then welcome If you're an old-timer, welcome back! Each issue I'll feature a selection of Phaser games, tutorials and news, as well as details about the latest Phaser development. The output of the Phaser community is nothing short of staggering and I'm excited to be sharing it all with you again. We've a lot of content to catch-up with!

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 149

February 2021

View on the web

FEATURED GAME

Garden Tales!

Combine and collect flowers, fruit and mushrooms across 700 levels in this beautiful and charming match 3 from Softgames.

Read More

Teen Titans Go! Summer Games 2020

It's the summer games, Cartoon Network style! Pick a character and take part in lots of different mini-game events.

Read More

Page Curl FX

A new Post FX pack providing a smooth page-curl transition for Phaser 3.50.

Read More

Sandcastle Battle!

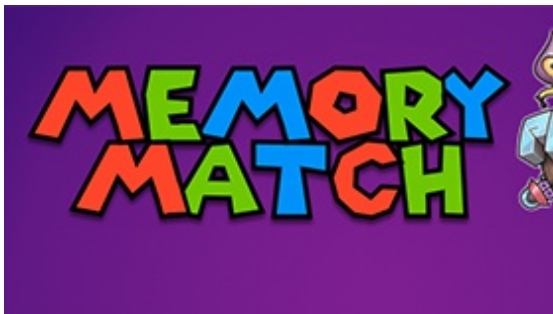Help the We Bare Bears defend their sandcastle from a group of kids in this Cartoon Network tie-in.

[Read More](#)

Risky Road Tutorial

Create a game like Risky Road using Matter Physics and Simplify.js
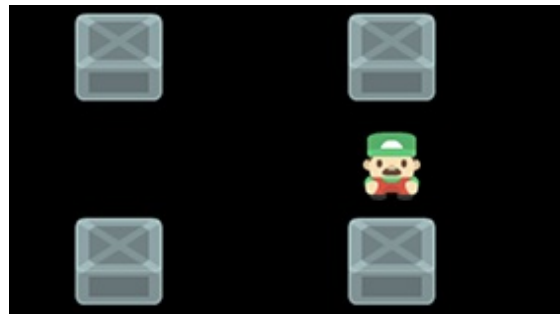
[Read More](#)

Memory Match Tutorial Part 1

This tutorial covers making a Mario Party inspired mini-game and is perfect for those looking for a more in-depth series.
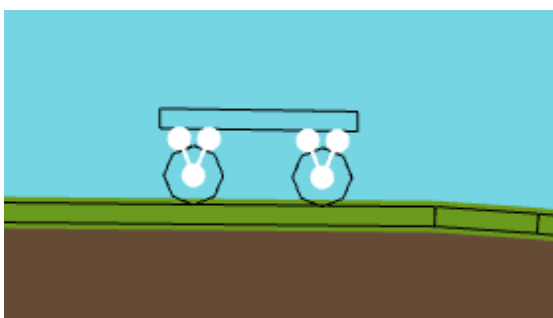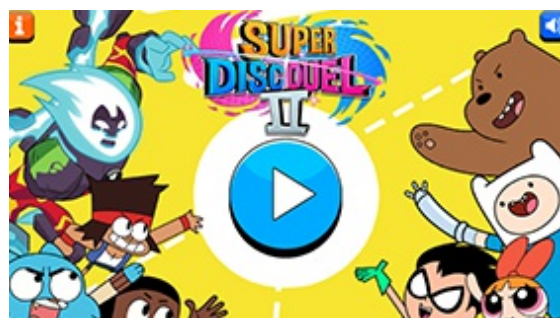
[Read More](#)

Memory Match Tutorial Part 2

Learn how to add boxes and player interactions in the next part of this Mario Party mini-game series.

[Read More](#)

Infinite Terrain and Car Tutorial

Super Disc Duel II

Get ready to rumble! Play as Gumball, a

Learn about infinite terrain generation for a horizontal endless runner including a physics powered car.

[Read More](#)

Powerpuff Girl, or many more, in this insane game of frisbee.

[Read More](#)

Chef Hero

Take part in the World Chef Championships as Chef Hero, in a bid to save your mothers restaurant from closure.
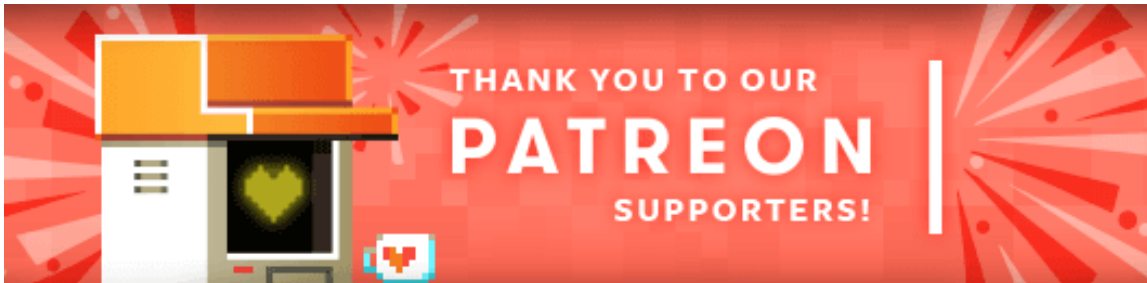
[Read More](#)

GameSnacks Launched

Read about Google's new casual web gaming platform.

[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

Sa Scha, Kimberly Genly, Matt Jennings, E.S. Hoeft, Jeffrey, OMGWTF, David Tector, Staffan, Dario Dabbicco, Mohammed Ali, Thorsten Reincke, Bryan Wood,

Pavel Sorejs, Phil Lyon, Martin Turner, Janice Cribbs, Matt English, Vanglant, Emil Vad, Ronald Guida, Marek Jalovec, Alex Vila, Ryan Malm, MergimAgain, My Humble Assault On The Commonplace, Paperbeatscissors!, Oleksii, James, Hayatae, Shazad Mohammed, Jaman, Chris Noel, medecau, Nodepond, Yannick Morel, Ray Martone, Joseph DiPerla, Techno Ben, Christian Tucker, Patrick Kennedy, Lukasz Siewiorek, Eduardo Dantas, Sushovan De, Scott, Jacopo Farina, Sebastian, Richard Ashkettle, Harm Hoek, Andrew Cunningham and Eric Garcia.

Because this is the first issue of Phaser World since August 2019 there are a lot of patrons who have joined that are not listed above. I intend to thank you all in the coming issues, but please understand that I genuinely appreciate every single one of you!

Originally, the Phaser Development Logs were published in this newsletter, once a week. They would then be archived on the Phaser web site. Because I stopped publishing this newsletter in late 2019 it meant that I started releasing the Dev Logs onto Patreon instead. Rather than force myself to keep up the relentless weekly schedule, I opted to publish them monthly. They are public to read: in that you don't have to be a patron to read them. Unfortunately, you *did* have to be a patron to get an email notifications that there was a new Dev Log out. A vital service that this newsletter used to provide.

As such, I expect a lot of you have missed out on many months worth of Dev Logs. I do not intend to start putting them back into this newsletter again. I feel that being published directly, rather than hidden in an email, is a much better place for them and allows me to be more creative, including videos and lots of screen shots without worrying if Gmail or Outlook is going to mangle them up.

However, I think it would be well worth me giving you a list of all the Dev Logs you may have missed to date, so you can dive in and read those that interest you the most. The following are the Phaser 3 Dev Logs. See the next section for the Phaser 4 Dev Logs.

Phaser 3 Dev Log - February 2021
Talking about lockdown coding and a video of the new Phaser 3 Docs system.

Phaser 3 Dev Log - November 2020

All about the new pipelines and post-fx support coming to 3.50.

Phaser 3 Dev Log - October 2020
A deep dive into the massive Mesh overhaul, plus iso maps.

Phaser 3 Dev Log - September 2020
The brand new animation system explained in detail
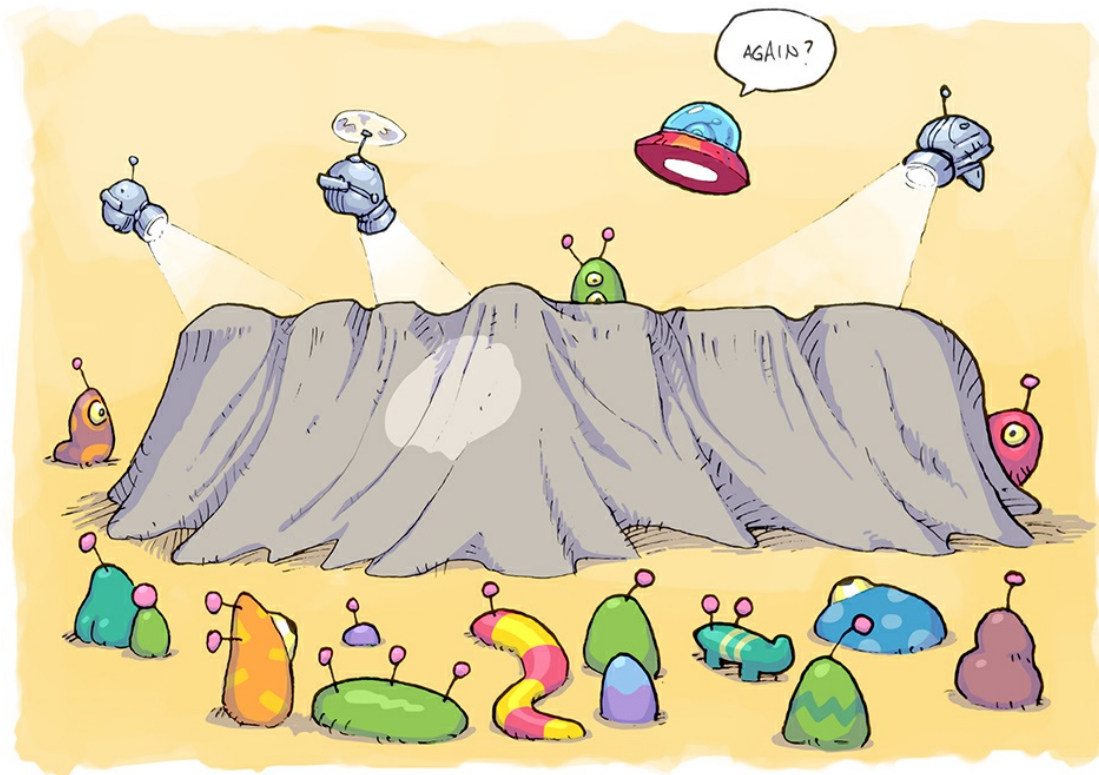
Phaser 3 Dev Log - August 2020
Geometry intersection and the new multi pipeline.

Phaser 3 Dev Log - July 2020
Multi texture support and the Light Pipeline overhaul.

Phaser 3 Dev Log - October 2019 Part 1 and Part 2
Talking about the 3.20 release and new Video Game Object.

In July 2019 I made the first announcement post about Phaser 4. This was a short press release explaining how Phaser 4 would be the next major version and that we'd be moving to TypeScript and a more modular build process.

Due to lots of questions from the community, I then wrote a really long piece called the Phaser 4 Development Process, in which I talk in length about how I want to build Phaser 4. I talk about modern and changing web trends, my experience in the past with other game making software and about how I felt the move from Phaser 2 to 3 had gone. For

me, this is the one single post that sums-up the best what Phaser 4 is all about.

From that point on, development started. You can track the first 8 months of R&D through the 8 published Dev Logs below. At the end of June 2020 I decided it was time to re-invest a lot of the things I had learned and built for Phaser 4 back into v3 and development of the 3.50 release began. It took me the rest of 2020 to complete this release and I'm very happy with how it turned out. As a result, Phaser 4 was put on hold while it was finished.

Now that 3.50 has settled down and we've a few bug-fixing versions out I'm *really* looking forward to carrying on with Phaser 4 development! The following Dev Logs give you lots of details about how things have gone so far:

Phaser 4 Dev Log 8 - June 2020
The new RenderPass and World 3D objects.

Phaser 4 Dev Log 7 - May 2020
Multiple Entry Points, Renderer Updates, Render Layers, Effect Layers and more.

Phaser 4 Dev Log 6 - April 2020
Structural changes, monopackages, Farewell God classes and Scenes.

Phaser 4 Dev Log 5 - March 2020
The new Render Cache, Input Mapping, tiny bundle sizes.

Phaser 4 Dev Log 4 - February 2020
Canvas support and the evolution of the WebGL Renderer.

Phaser 4 Dev Log 3 - December 2019
Actually, this dev log is mostly about Phaser 3 Matter Physics updates :)

Phaser 4 Dev Log 2 - November 2019
Experimenting with Pico.gl, drawcalls and texture fills.

Phaser 4 Dev Log 1 - September 2019
Discussing how coding with v4 will be very different compared to before.

Phaser 4 Development Process - August 2019
A long and exhaustive look at how Phaser 4 will be developed.

Phaser 4 Announcement Post - July 2019
The original announcement press release.

As you can see, although Phaser World hasn't been published since 2019, I've been very

busy coding! Too busy coding, in fact. I spent all of 2020 deep in the trenches, exploring Phaser 4 R&D until June and then working on the mega-massive release that was 3.50 for the rest of the year. Sadly, as a result, I didn't publish much, if any, news to the Phaser site. As a consequence, this newsletter was put on hold too. 2021 is all about fixing this mistake and regaining my balance.

While it's still important for me to spend time coding - after all, it is what I love doing the most - it's just as important to let you all know about the amazing content out there! From quality games to superb new tutorials. To this end, I will do my best to ensure that I schedule my time this year more evenly, keeping the news flowing as well as the code.

I hope you'll stay with me on this journey. It's sure going to get exciting around here 😊

Download the latest version of Phaser

Phaser 3.52.0 "Crusch" is the current stable version and was released on 14th January 2021.

Download v3.52