

PHASER WORLD

MAY 2017

ISSUE 79



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Welcome to Issue 79 of Phaser World

Sorry that this issue is a couple of days late. The reason was having to deal with a huge DDoS attack. Scroll down to the Development Progress section for the full details.

Attacks aside, there are some superb games this issue. GunFight is especially brilliant and well worth a few minutes of your time. We've also got some great LD38 games showing up now too. There's the usual batch of tutorials and videos, and all rounded-off with some fun links.

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](#) or [Discord](#) channels.

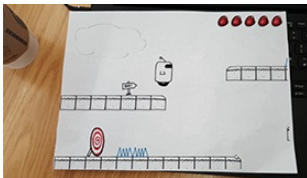
Games made with Phaser



GunFight.io

Game of the Week

Select your team Counter-terrorists or Terrorists and have fun in this awesome multiplayer combat game.



Paper Jam

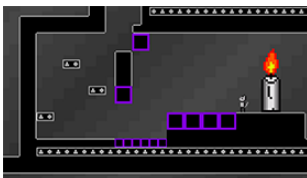
Staff Pick

A charming puzzle platform hand-drawn game that takes place entirely inside a piece of paper.



Terrartisan

Terraform cute little worlds across two game modes, in this compelling and dinky LD38 entry.



Ghost Story

Have you ever wondered what happens after death? A lovely shape-shifting LD38 entry.



Bonus Jackpot

A Free to Play Classic fruits slot machine game. Hit a winning combo if you can. Source code also available.

Phaser News & Tutorials



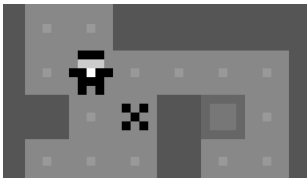
A4G Plugin

A plugin to integrate both Google Adx and A4G video pre-roll ads into your games.



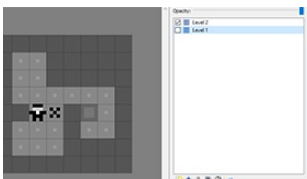
Intro to Phaser Course

A free class: Intro to browser based game dev in Phaser, held at the Microsoft New York office.



Sokoban Tutorial Part 2

The game is evolved, adding unlimited Undos and level solving.



Sokoban Tutorial Part 3

In this part of the series the game swaps from using hardcoded level data to loading it in from Tiled.



Creating Games with Phaser Part 1

Part 1 of a new video based tutorial course on making a Phaser game.

Patreon Updates

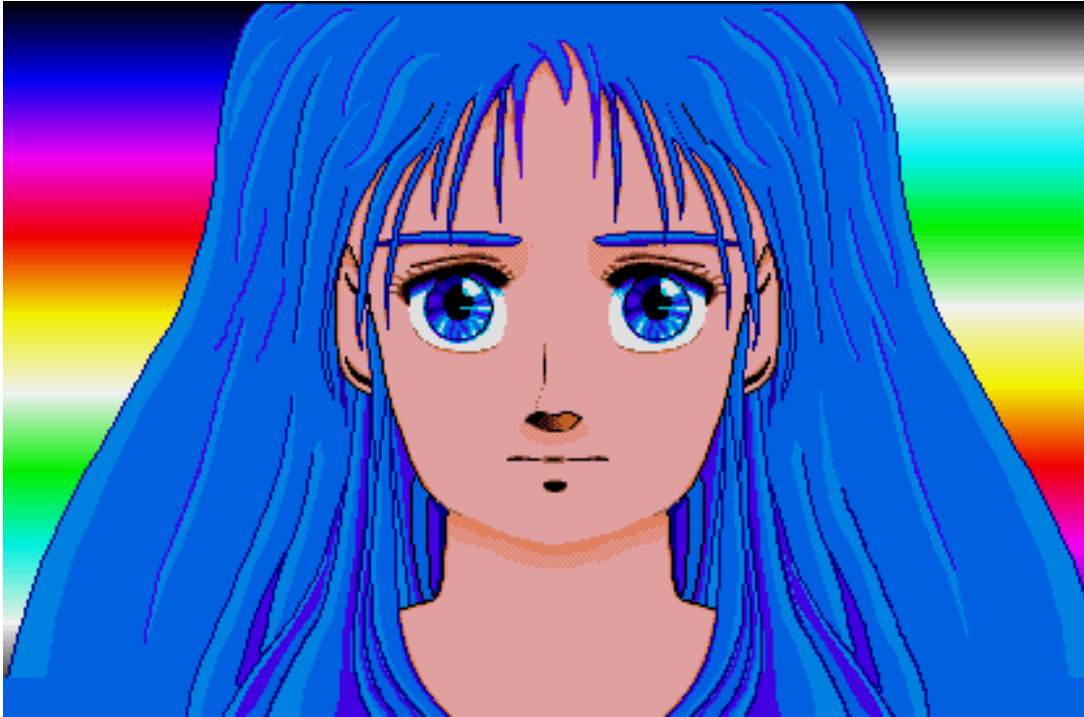


Thank you and welcome to the following awesome people who joined the [Phaser Patreon](#) this week: **Eric** and **Michael Lemaire**.

Patreon is a way to contribute towards the Phaser project on a monthly basis. This money is used *entirely* to fund development costs and is the only reason we're able to invest so much time into our work. You can also [donate](#) via PayPal.

Backers get forum badges, discounts on plugins and books, and are entitled to free monthly coding support via Slack or Skype.

Development Progress



At 4 pm GMT on Thursday 4th May the HTML5 Game Devs Forum was the victim of a well coordinated and sustained DDoS attack. It was a properly distributed attack meant specifically to disable the website, which it did, by opening thousands and thousands of connections, causing our httpd process to exhaust itself. The incoming bandwidth flood at the peak of the attack was in the order of 20GB per second (that's bytes, not bits.) We have a powerful server, hosted at a world class data center, but even it couldn't cope with that. The problem is that the forum and the Phaser website share the same physical server, so taking out one caused the other to fail as well, along with a handful of less important sites.

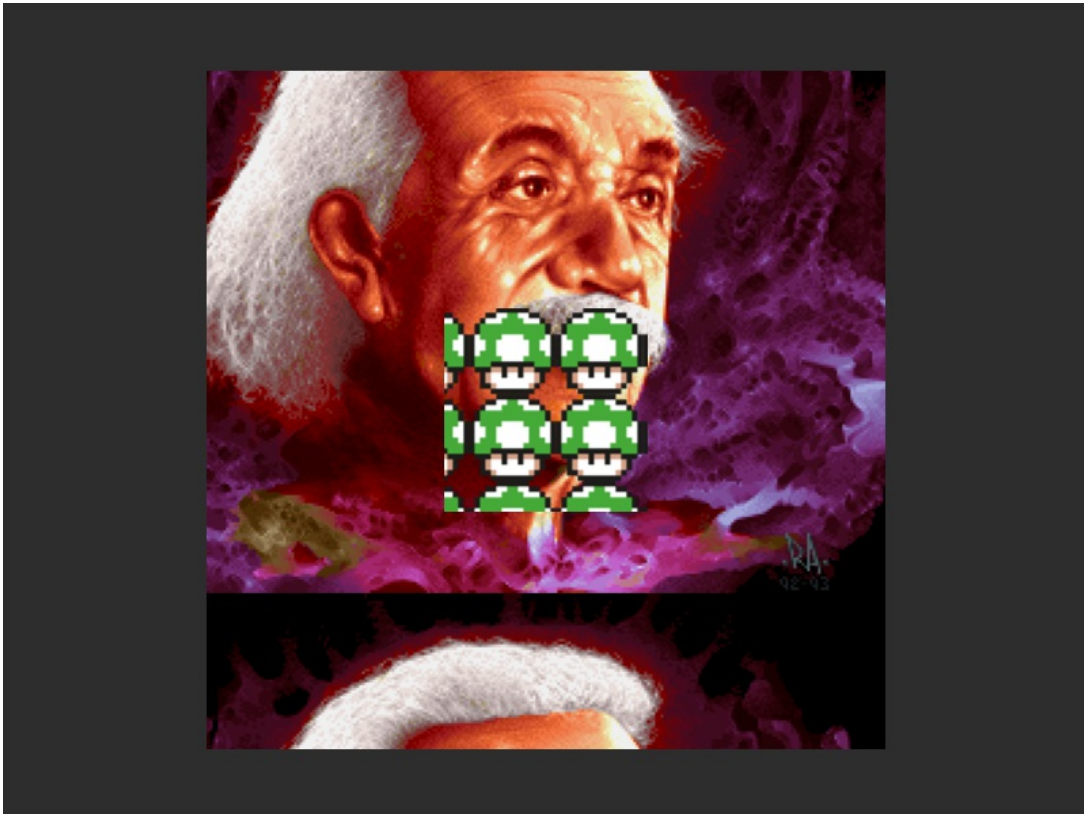
I worked diligently all night with my host to resolve the issue, and thanks to their support we managed to mitigate the effect of the attack by early Friday morning. Repercussions could still be felt, however, and due to a complete lack of sleep, and being worried about the stability of the site and forum, I chose not to publish the newsletter on Friday like usual. After all, it's basically a big long list of links - and I couldn't guarantee they'd actually work, plus directing thousands more people towards the sites wouldn't have helped the problem either.

So here we are on Monday instead. A couple of days late, but at least stable. It's been a frustrating past few days. This time of the month is when the Phaser site does the most amount of sales (of books and plugins), so that 'pay day' weekend has been lost. I also know that loads of you look forward to the newsletter every Friday, so it was annoying not being able to send it. What's more, it has cost me a significant amount of time and money to resolve the attack, neither of which I wanted to be spending on anything by Phaser 3. I'm understandably a little grumpy about it all! Going forward we are moving the forum to its own dedicated server and adding industry level DDoS protection to the Phaser site. It's not something I had budgeted for, or ever dreamed I'd need. And although the attack was against the forum, and not Phaser specifically, being a casualty of war was expensive all the same.

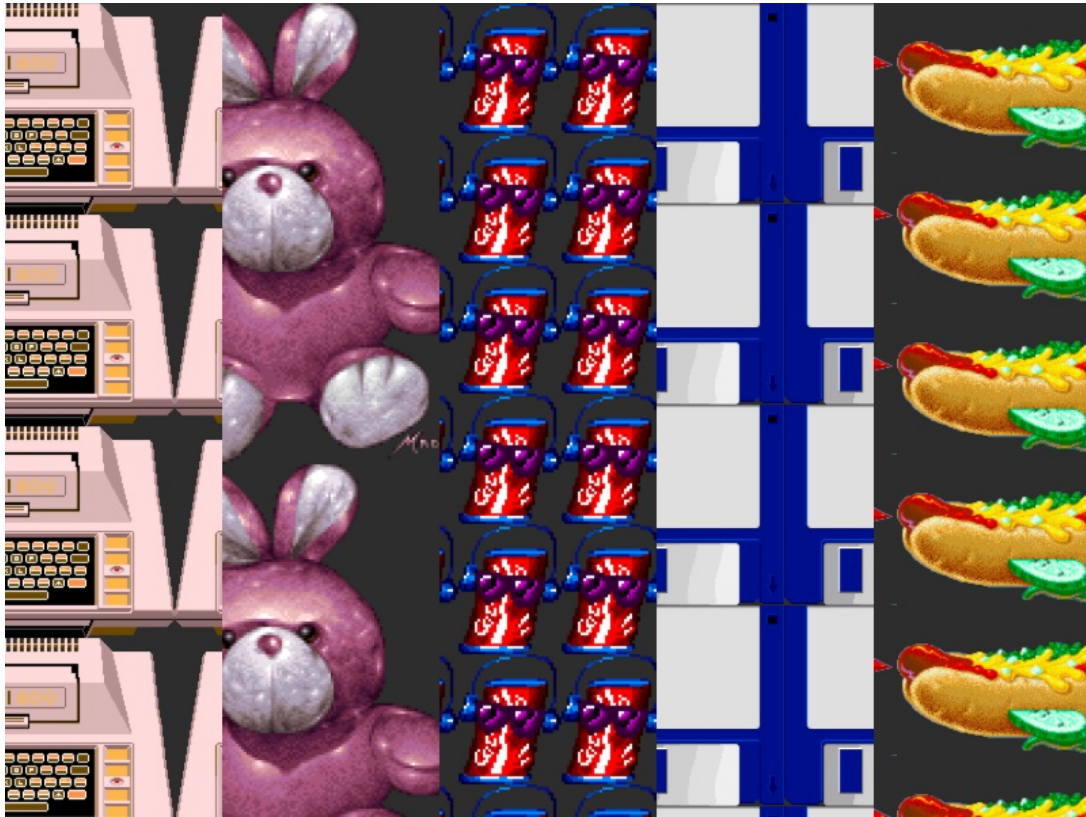
Phaser 3 Updates

It's not *all* doom and gloom though. Although I personally lost 2 days development, Felipe was able to soldier on and cracked out the brand new TileSprite Game Object, with Canvas and WebGL renderers now stable.

TileSprites are a special type of Game Object in which their texture repeats and can be scrolled independently of the sprite itself:



The texture repeats horizontally and vertically, and if the original source image is seamless, the TileSprite will appear seamless as well. As the texture can be scrolled it makes them perfect for things like scrolling backdrops, or just interesting graphical effects:



The images used to texture the TileSprite can be loaded, generated at runtime, or come from a texture atlas frame. It's great to have these in Phaser 3 and is another thing ticked off our Beta 1 todo list.

Hello Trello

As we move towards Beta 1 it has become important for us to start organizing tasks more efficiently. Every day I will sit down at breakfast with a notebook and jot down ideas and plans for Phaser 3. Some of these turn into Examples, some turn to features, and others are dropped after discussion.

As well as these ideas we've also got a work log to get through of all the features that Phaser 3 needs in order to be Beta ready. Progress has been steady, as you've seen this year, but the time came to switch to a different form of managing it all. So we bit the bullet and signed up with Trello. Lots of you are likely familiar with Trello already, so I'm not going to discuss it in depth. What I will share is how we're using it.

We've one Board per part of Phaser. For example in the screenshot below you can see boards for the Animation Manager or the Loader, and there are lots more. The blue boards are internal systems, like Physics and Input. The orange ones are Game Objects, like Text or Sprites. The green boards are components or utilities, like Math, Geometry, and Actions. And finally, we have a few boards for 'off the wall' ideas, where we can discuss them before either archiving them or moving them into a more suitable area.

Actions 🚩 ⚙️ 🗑️ Apr 25 Components +	Animation Manager 🚩 ⚙️ 🗑️ May 3 Systems +	Arcade Physics 🚩 ⚙️ 🗑️ Apr 25 Systems +	Beta 1 🚩 ⚙️ 🗑️ May 1 +
BitmapText 🚩 ⚙️ 🗑️ Apr 25 Game Objects +	Blitter 🚩 ⚙️ 🗑️ Apr 25 Game Objects +	Boot Manager 🚩 ⚙️ 🗑️ Apr 25 Systems +	Cache 🚩 ⚙️ 🗑️ May 3 Systems +
Camera 🚩 ⚙️ 🗑️ May 4 Systems +	Canvas Renderer 🚩 ⚙️ 🗑️ Apr 25 Systems +	Components 🚩 ⚙️ 🗑️ Apr 25 Components +	Device Manager 🚩 ⚙️ 🗑️ Apr 25 Systems +
Effect Layer 🚩 ⚙️ 🗑️ May 3 Game Objects +	Events Manager 🚩 ⚙️ 🗑️ Apr 25 Systems +	Game Loop 🚩 ⚙️ 🗑️ May 4 Systems +	Geometry 🚩 ⚙️ 🗑️ Apr 27 Components +
Graphics 🚩 ⚙️ 🗑️ May 4 Game Objects +	Ideas ☆ 🚩 ⚙️ ☆ 1 🗑️ May 3 +	Image 🚩 ⚙️ 🗑️ Apr 25 Game Objects +	Input 🚩 ⚙️ 🗑️ May 1 Systems +
Layer 🚩 ⚙️ 🗑️ May 3 Game Objects +	Loader 🚩 ⚙️ 🗑️ Apr 25 Systems +	Math 🚩 ⚙️ 🗑️ Apr 25 Components +	Matter.js 🚩 ⚙️ 🗑️ May 4 Systems +
Mesh 🚩 ⚙️ 🗑️ Apr 25 Game Objects +	Path Manager 🚩 ⚙️ 🗑️ May 4 Systems +	Render Pass 🚩 ⚙️ 🗑️ May 3 Game Objects +	Rope 🚩 ⚙️ 🗑️ Apr 25 Game Objects +
Scale Manager 🚩 ⚙️ 🗑️ May 3	Sound 🚩 ⚙️ 🗑️ Apr 25	Sprites 🚩 ⚙️ 🗑️ Apr 25	State Manager 🚩 ⚙️ 🗑️ May 1

Within each Board we have cards. These vary dramatically, but on the whole, they equate to single isolated tasks. For example, there is a card for us to discuss how input picking is handled in WebGL. Or a card for creating a specific example combining a mixture of Game Objects with known complex batch requirements.

Cards are then assigned to each of us, given a due date, and acted upon. Our Boards are linked into both Slack and GitHub, so we can make a card as completed by hooking it to the specific GitHub commit that contains the work it involved. By linking to Slack, which is where we always discuss what is going on as we work, we can update the cards from there, or create new ones. It's a bit noisy (the volume of notifications coming in can be quite high sometimes) but it's powerful and well worth having.

As we move deeper into Beta 1 territory this process is becoming more and more useful by the day. Ultimately it will be replaced with GitHub once v3 is released. For now, though it helps bring sanity to what is an immense task.

Phaser 3 Mailing List and Developers Guide

If you're interested in helping evolve the shape of Phaser 3, then please join the [Phaser 3 Google Group](#). The group is for anyone who wishes to discuss what the Phaser 3 API will contain.

The [Phaser 3 Developers Guide](#) is available. Essential reading for anyone who'd like to help *build* Phaser 3.

Geek Links



Ninjadev released this stunning WebGL demo at Revision 2017, and it's great fun! "[What are you syncing about?](#)" has some great music and effects, but it's the sequencing of them all to the music that really sets it apart.

[NESmaker](#) - this is a really interesting looking tool to create NES games using a 'visual' interface. No download yet, but keep an eye on it if 8-bit is your thing.

How about a beautiful collection of [Science Fiction Interfaces](#)? Some great game UI inspiration here!

Phaser Releases

The current version of Phaser CE is [2.7.7](#) released on April 20th 2017.

Phaser 3.0.0 is in active development in the GitHub [v3 folder](#).

Please help [support](#) Phaser development

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

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