

Appendix: Phaser 3 Resources

Phaser 3 Notes & FAQs

Engineers Notes

In my opinion, this guy should write the documentation for Phaser v3.x.x

<https://rexrainbow.github.io/phaser3-rex-notes/docs/site/index.html>

Phaser v3.x.x FAQs & Wikis

- <https://github.com/samme/phaser3-faq/wiki>
- <https://github.com/phaser-discord/community/blob/master/FAQ.md>

Resources and Further Readings

Industry recommended styling guide-line, wherever such best practices exist. Their primary foundation is the [jQuery Javascript Style Guide](#), available under the [MIT License](#). They have adapted extensively from those guidelines, so please read through them facilitate your understanding.

They are influenced by several other style guides too; and although not being fully in accord with KiwiJS programming style, these following recommendations are worthy of review:

- [WordPress JavaScript Coding Standards](#)
- [Principles of Writing Consistent, Idiomatic JavaScript](#) *By Rick Waldron and contributors* — a good discussion concerning why "programming styles" matters, and an excellent further reading selection.
- [Code Conventions for the JavaScript Programming Language](#) *By Douglas Crockford*: a practical justification for several programming style recommendations, from a perspective that is not necessarily JavaScript oriented.
- [Coding in Style](#) *By Thomas M. Tuerke*: an insightful discourse on programming style in general.
- [Google JavaScript Style Guide](#): a thorough programming style guide based on sound decisions and supporting justifications.

"Don't Worry, Be Happy" Using Phaser III Plugins

Weapon Plugin

<https://github.com/16patsle/phaser3-weapon-plugin>

9-slice

<https://github.com/jdotrjs/phaser3-nineslice/>

Pathbuilder

<https://github.com/samid737/phaser3-plugin-pathbuilder>

Slopes

<https://github.com/hexus/phaser-slopes>

38 more plugins by RexRainbow

Thanks to RexRainbow for his Plugin List of: **38 Phaser v3.x.x. plugins!**

<https://rexrainbow.github.io/phaser3-rex-notes/docs/site/index.html>

- [AwaitLoader](#): Await custom task in preload stage.
- [BBCodeText](#): Drawing text with BBCode protocol.
- [Board](#): Core object of Board system.
- [Button](#): Fires 'click' event when touch released after pressed.

- Canvas: Drawing on canvas.
- Clock: A clock to count elapsed time.
- ContainerLite: Control the position and angle of children game objects.
- CSV-scenario: Run script in csv format.
- CSV-to-hash-table: Hash table indexed by (col-key, row-key) from csv string.
- Drag: Drag game object.
- Eight direction: Move game object by cursor keys.
- Fade-out-destroy: Fade out game object then destroy it.
- Fade-volume: Fade-in/fade-out volume of sound.
- Flash: Flashing (set invisible then visible) game object.
- FSM: Finite state machine.
- Gashapon: Pick random item from box.
- Grid align: Align objects on quadrilateral or hexagon grid.
- Grid table: Viewer of grid table, to manipulate game object of each visible cell.
- Hexagon: Hexagon shape and methods.
- LZ-string: Compress string using LZ-based compression algorithm.
- Move to: Move game object towards target position with a steady speed.
- Page: Display text page by page on text object.
- Path follower: Set position of game object on a path.
- Pixelation-pipeline: Pixelation post processing filter.
- Rhombus: Rhombus shape and methods.
- RotateTo: Rotate game object towards target position with a steady speed.
- Run-commands: Run commands in array.
- Scroller: Drag content. Slow down when dragging released, pull back when out of bounds.
- Sequence: Run sequence commands in array.
- Slider: Drag thumb on a slider bar.
- Swirl-pipeline: Swirl post processing filter.
- TagText: Displays text with multi-color, font face, or font size with tags.
- TCRP.Player: Run commands on time.
- TCRP.Recorder: Store commands with time.
- Typing: Typing text on text object.
- Virtual joystick: Simulate cursor keys according touch events.
- Webfont-loader: Load web font by google webfont loader in preload stage.
- XOR: Encrypt or decrypt string by XOR algorithm.