



Phaser

- Phaser is a fast, free and fun open source HTML5 game framework.
- It uses [Pixi.js](#) for WebGL and Canvas rendering across desktop and mobile web browsers.
- Games can be compiled to iOS and Android apps via 3rd party tools.

Along with the fantastic open source community Phaser is actively developed and maintained by Photon Storm Limited. As a result of rapid support and a developer friendly API Phaser is currently one of the most starred game frameworks on Github.

Thousands of developers worldwide use it. From indies and multi-national digital agencies to schools and Universities. Each creating their own incredible games. Grab the source and join in the fun!

- **Visit:** The [Phaser website](#) and follow on [Twitter](#) (#phaserjs)
- **Learn:** [API Documentation](#), [Support Forum](#) and [StackOverflow](#)
- **Code:** 700+ [Source Examples](#) (also available in this [git repo](#))
- **Read:** Subscribe to the [Newsletter](#) and grab our [Phaser Books](#)
- **Chat:** [#phaserio IRC channel](#) or our [Slack Channel](#)
- **Extend:** With [Phaser Plugins](#)



Framework, o que é?

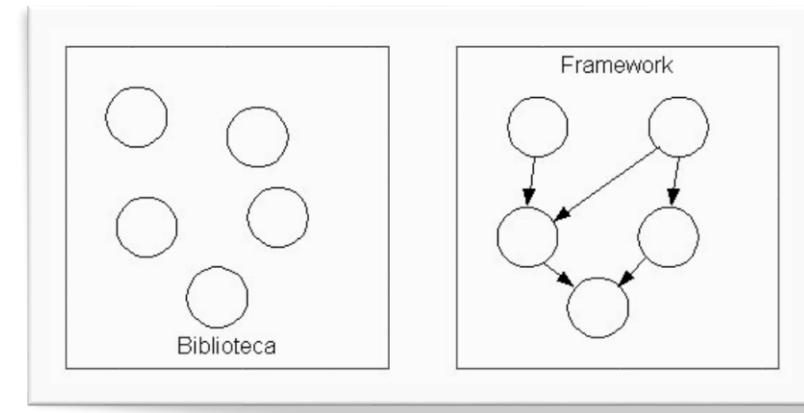
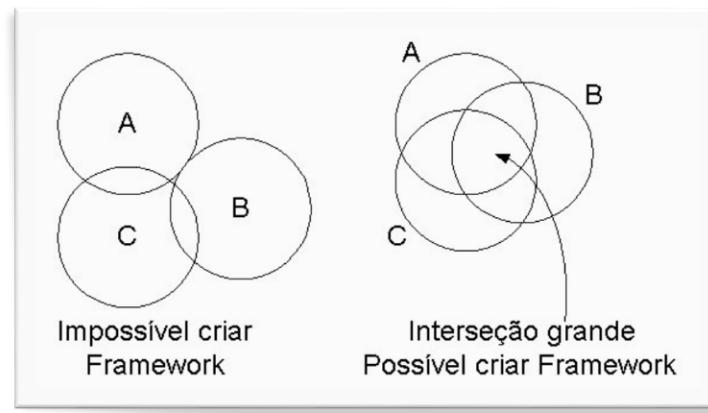
Um framework captura a funcionalidade comum a várias aplicações.

As aplicações devem ter algo razoavelmente grande em comum: pertencem a um mesmo domínio de problema.

Framework vs Biblioteca OO

Numa biblioteca de classes cada classe é única e independente das outras

Num framework as dependências/colaborações estão embutidas (wired-in interconnections)





Requirements

Phaser requires a web browser that supports the [canvas tag](#). This includes Internet Explorer 9+, Firefox, Chrome, Safari and Opera on desktop. iOS Safari, Android Browser and Chrome for Android are supported on mobile.

While Phaser does its best to ensure a consistent cross-platform experience always be aware of browser and device limitations. This is especially important with regard to memory and GPU limitations on mobile, and legacy browser HTML5 compatibility.



What's new in Phaser 2.4.4

Released Particle Storm. An advanced particle system allowing you to easily create stunning special effects in your games with just a few lines of code. Our primary design goal was to create a particle system that was extremely flexible. It was important that you should be able to easily integrate the effects into your games. Particles are constructed through easy-to-understand JavaScript objects with multiple properties and options to let you quickly put together complex visuals with minimum effort.



Games made with Phaser

Thousands of games have been made in Phaser. From game jam entries to titles by some of the largest entertainment brands in the world. Here is a tiny sample:

<http://www.defiantfew.com>

<http://orcattack.thehobbit.com>

<http://www.gamepix.com/project/footchinko>

