

For this writeup, I investigated the Phaser project. At the time of this writing, there were 195 open issues, the first of which was a feature request to add a “data” parameter to `Phaser.Scenes.SceneManager#stop` to facilitate passing additional data to `Phaser.Scenes.Systems#shutdown`. Looking at their closed pull requests, it seems like their process for resolving pull requests is for the requester to explain their changes, which photonstorm then reviews and either approves (merging into the project) or denies (which comes with an explanation of why the request was closed without merging). Contributions seem to be evaluated mostly by photonstorm, although other community members occasionally make comments on the request. It seems like the contribution process is: contributor explains what they did → photonstorm/the community evaluates it → contributor addresses any issues the community found (optional) → photonstorm either approves the request and merges it or discards it and provides an explanation why. I’m not entirely sure how the community is organized (other than that photonstorm owns the repository and is thus in charge), but I saw in one of the PR comment chains that they apparently have a Slack set up. The repository is set up with a single master branch, a secondary branch called `arcade-physics-2` (presumably some sort of secondary development branch), and 5 other branches that seem to have been abandoned (since they’re all over 6 months old, at last 1,000 commits behind master, and marked as stale).