

Week 8: Audio and UI Text in Phaser

Working with Audio in Phaser

This week, we focus on audio assets and sound playback to enhance the gameplay experience. We also look at text for display user interface elements such as scores.

Sound

Phaser supports audio files of various formats with it's *Phaser.Sound* class.

This topic is discussed in textbook section 6.12.

User Interface Text

Text elements can be easily added to a game using the *Phaser.Text* class.

This topic is discussed in textbook section 3.7.2.