**Phaser Game Engine**

**Introduction**

Phaser is an open source - HTML5 game framework based on Pixi.js, which aims to help developers make powerful, cross browser HTML5 games really quick and, unlike some others, has solely been built to work with the mobile browsers. The only browser requirement is the support of canvas tag.

**Phaser Editor - IDE**

Phaser editor : <http://phasereditor.boniatillo.com/>

**Pros**

* Can be coded with plain Javascript
* Easy Asset Loading: to load Images, Sprite Sheets, Texture Atlases (including Texture Packer, JSON Hash, JSON Array, Flash CS6/CC, and Starling XML formats), Audio files, Data Files (XML, JSON, plain text), JavaScript files (so you can part-load your games or JS based resources), Tilemaps (CSV and Tiled map formats), Bitmap Fonts
* Rendering: WebGL and Canvas
* Audio: Web Audio and Legacy Audio
* Input: Multi-Touch, Keyboard, Pointer, Mouse
* Physics, Tweens, and Particles

**Cons**

* Poor performance for large maps

**Reference**

* <https://github.com/photonstorm/phaser>
* <https://gamedevelopment.tutsplus.com/articles/how-to-learn-the-phaser-html5-game-engine--gamedev-13643>