Phaser Cheat Sheet for Make 2D Games in JavaScript with Phaser

GAME
```
class Main {
  preload() { … }
  create() { … }
  update() { … }
}

let game = new Phaser.Game({
  width: 500,
  height: 340,
  backgroundColor: '#3498db',
  physics: { default: 'arcade' },
  parent: 'game',
})

game.scene.add('main', Main)
game.scene.start('main')
```

SCENE
```
this.scene.start('menu', { key: 'value' })
this.scene.pause()
this.scene.resume()
```

CAMERA
```
this.cameras.main.flash(duration)
this.cameras.main.shake(duration, intensity)
this.cameras.main.x and y
```

ARCADE PHYSICS
```
this.physics.collide(objectA, objectB)
this.physics.overlap(objectA, objectB)
```

ASSETS LOADING
```
this.load.image('sprite', 'assets/sprite.png')
this.load.spritesheet('sprite', 'assets/sprite.png', {
  frameWidth: 20, frameHeight: 20
})
this.load.audio('sound', ['assets/sound.ogg', 'assets/sound.ogg.mp3'])
this.load.tilemapTiledJSON('map', 'assets/map.json')
```

RANDOMNESS
```
Phaser.Math.RND.between(min, max)
Phaser.Math.RND.pick(['a', 'b', 'c'])
```

LOCAL STORAGE
```
localStorage.setItem('name', value)
localStorage.getItem('name')
```

SPRITES
```
let sprite = this.physics.add.sprite(x, y, 'sprite')
sprite.active
sprite.width and height
sprite.x and y
sprite.angle
sprite.alpha
sprite.setPosition(x, y)
sprite.destroy()
sprite.setScale(scale)
```

SPRITES WITH PHYSICS
```
sprite.body.velocity.x and y
sprite.body.gravity.x and y
sprite.body.bounce.x and y
sprite.body.onFloor()
```

SPRITES WITH ANIMATIONS
```
this.anims.create({
  key: 'name',
  frames: this.anims.generateFrameNumbers('sprite', { frames: [1, 2] }),
  frameRate: 8,
  repeat: -1,
})
sprite.anims.play('name', true)
sprite.anims.stop()
sprite.setFrame(0)
```

GROUPS
```
let group = this.physics.add.staticGroup();
let group = this.physics.add.group();
group.x and y
group.angle
group.alpha
group.create(x, y, 'sprite')
group.add(object)
group.countActive()
group.getChildren()
group.propertyValueSet(key, value)
```

TWEENS
```
this.tweens.add({
  targets: sprite,
  angle: { from: -2, to: 2 },
  duration: 1000,
  yoyo: true,
  repeat: -1,
  ease: 'bounce.out',
})
```

TIMERS
```
this.time.addEvent({
  delay: 1000,
  callback: () => console.log('hi'),
  loop: true,
})
```

SOUNDS
```
let sound = this.sound.add('sound')
sound.loop = true
sound.play()
sound.stop()
```

EMITTERS
```
let particles = this.add.particles('pixel')
let emitter = particles.createEmitter({
  quantity: 15,
  speed: { min: -150, max: 150 },
  scale: { start: 2, end: 0.1 },
  lifespan: 1000,
  on: false,
})
emitter.setPosition(x, y)
emitter.explode()
```

TEXTS
```
var label = this.add.text(x, y, 'text', { font: '20px Arial', fill: '#fff' })
label.setText('new text')
label.setOrigine(0.5, 0.5)
```

BUTTONS
```
sprite.setInteractive({ useHandCursor: true })
sprite.on('pointerdown', callback, this)
sprite.on('pointerover', callback, this)
sprite.on('pointerout', callback, this)
```

MOUSE AND TOUCH INPUTS
```
this.input.activePointer.isDown
this.input.activePointer.x and y
this.input.addPointer(1)
```

KEYBOARD INPUTS
```
let xKey = this.input.keyboard.addKey('x')
xKey.isDown
let arrow = this.input.keyboard.createCursorKeys()
arrow.left.isDown and …up.isDown, …down.isDown, …right.isDown
```

MOBILE DEVICES
```
this.sys.game.device.os.desktop
this.scale.on('orientationchange', callback, this)
this.scale.orientation
  Phaser.Scale.PORTRAIT
  Phaser.Scale.LANDSCAPE)

scale: {
  mode: Phaser.Scale.FIT,
  autoCenter: Phaser.Scale.CENTER_BOTH,
  min: { width: 250, height: 170 },
  max: { width: 1000, height: 680 },
},
```