

Here are all the Phaser features we saw in Discover Phaser. This can help you quickly find a function or a parameter for your own games. [Phaser documentation](#).

```
var game = new Phaser.Game(width, height, Phaser.AUTO, 'div')
```

States

```
game.state.add('name', state)
game.state.start('name')
```

World

```
game.world.width and height
game.world.centerX and centerY
game.world.randomX and randomY
game.world.setBounds(x, y, width, height)
```

General Variables

```
game.stage.backgroundColor
game.time.now
game.sound.mute
game.device.desktop
game.camera.x and y
game.camera.follow(object)
```

Physics

```
game.physics.startSystem(Phaser.Physics.ARCADE)
game.physics.arcade.enable(sprite)
game.physics.arcade.collide(objectA, objectB)
game.physics.arcade.overlap(objectA, objectB, callback, null, this)
```

Timers

```
game.time.events.add(delay, callback, this)
game.time.events.loop(delay, callback, this)
```

Assets Loading

```
game.load.image('sprite', 'sprite.png')
game.load.spritesheet('sprite', 'sprite.png', width, height)
game.load.audio('sound', ['sound.ogg', 'sound.mp3'])
game.load.setPreloadSprite(sprite)
```

Math

```
game.rnd.integerInRange(a, b)
Phaser.Math.randomSign()
```

Local Storage

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

Sprites

```
var sprite = game.add.sprite(x, y, 'sprite')
sprite.alive
sprite.width and height
sprite.x and y
sprite.angle
sprite.alpha
sprite.frame
sprite.inWorld
sprite.inputEnabled
sprite.checkWorldBounds
sprite.outOfBoundsKill
sprite.reset(x, y)
sprite.anchor.setTo(0.5, 0.5)
sprite.scale.setTo(1, 1)
sprite.kill()
sprite.animations.add('name', [frame1, frame2], speed, loop)
sprite.animations.play('name')
sprite.animations.stop()
```

Sprites With Body

```
sprite.body.velocity.x and y
sprite.body.gravity.x and y
sprite.body.bounce.x and y
sprite.body.immovable
sprite.body.collideWorldBounds
sprite.body.touching.down and up, right, left
sprite.body.setSize(width, height, offsetX, offsetY)
```

Groups

```
var group = game.add.group()
group.enableBody
group.createMultiple(numberOfObjects, 'name')
group.getFirstDead()
group.countLiving()
group.setAll('property', value)
group.forEachAlive(callback, this)
```

Tweens

```
var tween = game.add.tween(object)
tween.to({property: x, property: y}, duration)
tween.start()
tween.loop()
tween.stop()
tween.delay(delay)
tween.repeat(number)
tween.easing(easingFunction)
tween.onComplete.add(callback, this)
```

Sounds

```
var sound = game.add.audio('sound')
sound.volume
sound.loop
sound.play()
```

Emitter and Particles

```
var emitter = game.add.emitter(x, y, maxParticles)
emitter.x and y
emitter.width and height
emitter.gravity
emitter.minParticleScale and maxParticleScale
emitter.minRotation and maxRotation
emitter.makeParticles('image')
emitter.makeParticles(['image1', 'image2'])
emitter.setYSpeed(min, max)
emitter.setXSpeed(min, max)
emitter.start(explode, lifespan, frequency, quantity)
```

Labels

```
var label = game.add.text(x, y, 'text', { font: '20px Arial', fill: '#fff' })
label.text
```

Buttons

```
var button = game.add.button(x, y, 'image', callback, this)
button.frame
button.input.useHandCursor
```

Mouse and Touch Inputs

```
game.input.activePointer.isDown
game.input.activePointer.x and y
game.input.onDown.add(callback, this)
```

Cursor Keys

```
var cursor = game.input.keyboard.createCursorKeys()
cursor.left.isDown and up.isDown, down.isDown, right.isDown
```

Other Keys

```
var key = game.input.keyboard.addKey(Phaser.Keyboard.KEY)
key.isDown
key.onDown.add(callback, this)
key.onDown.addOnce(callback, this)
```