Phaser Documentation

Phaser is a game engine built on WebGL and JavaScript, which will be utilized for the gamification of Meet N Greet. Users will be able to move around the world and utilize a proximity-based voice chat / text channel to communicate.

How to integrate Phaser 3 into a React environment:
https://www.npmjs.com/package/@ion-phaser/react

Phaser does not recognize JSX files natively, so its configuration will need to be modified.

API Link:
https://photonstorm.github.io/phaser3-docs/index.html

Several examples are available for reference.

Structure

Phaser utilizes configuration variables and sub variables similar to those of CSS. The scene sub variable dictates the names of the functions, in addition to the order that they are loaded into the game. The configuration can be saved as a standard variable within the Gamified JSX file in the case of Meet N Greet.

```
var config = {
    type: Phaser.AUTO,
    width: 800,
    height: 600,
    physics: {
        default: 'arcade',
        arcade: {
            gravity: { y: 200 }
        }
    },
    scene: {
        preload: preload,
        create: create
    }
};

var game = new Phaser.Game(config);

function preload ()
```

```
{
    this.load.setBaseURL('https://labs.phaser.io');

    this.load.image('sky', 'assets/skies/space3.png');
    this.load.image('logo', 'assets/sprites/phaser3-logo.png');
    this.load.image('red', 'assets/particles/red.png');
}
```

Functions can be called by Phaser when individual keys are pressed and objects are clicked, which can be utilized as triggers for sending updated player information to the server.