

Phaser.io

audiosprite

<https://github.com/tonistiigi/audiosprite>

En la carpeta con todos los audios con extensión .mp3 se ejecuta

```
audiosprite -autoplay bg_loop -output pairs *.mp3 -l debug -e ogg
```

Editores

- <http://mightyfingers.com/>
- <http://phasereditor.boniatillo.com/>

Referentes

- http://www.wittern.net/articles/level_design.html
- <http://perplexingtech.weebly.com/game-dev-blog/using-states-in-phaserjs-javascript-game-development>
- <https://github.com/MattMcFarland/phaser-menu-system/tree/master/game/vendor>
- <https://software.intel.com/en-us/android/articles/how-to-make-a-toddlers-game-with-the-phaser-html5-framework>
- <http://gameboxz.org/blog/posts/1>
- <http://spintag.de/>
- <http://krasimirtsonev.com/blog/article/Real-time-chat-with-NodeJS-Socketio-and-ExpressJS>
- <http://www.emanueleferonato.com/2014/08/28/phaser-tutorial-understanding-phaser-states/>

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