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Title An Interface to the 'Phaser.js' Game Framework

Version 0.1.0

Description An API to build and control 2D games using the 'Phaser' 'JavaScript' engine. It enables integration with 'shiny' applications, allowing to create interactive games and simulations.

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Group	<i>Group</i>
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Description

Create and manage groups of sprites in the Phaser scene. Created with `PhaserGame$add_group()` method.

Methods

Public methods:

- [Group\\$new\(\)](#)
- [Group\\$add_animation\(\)](#)
- [Group\\$create\(\)](#)
- [Group\\$clone\(\)](#)

Method `new()`: Create a dynamic group in the Phaser scene.

Usage:

```
Group$new(name, session = shiny::getDefaultReactiveDomain())
```

Arguments:

`name` Character. Unique name of the group.

`session` Shiny session object.

Method `add_animation()`: Add an animation that can be used by members of this group.

Usage:

```
Group$add_animation(
  suffix,
  url,
  frame_width,
  frame_height,
  frame_count,
  frame_rate
)
```

Arguments:

suffix Character. Animation suffix/key.
url Character. URL or path to spritesheet.
frame_width Numeric. Width of each frame.
frame_height Numeric. Height of each frame.
frame_count Numeric. Number of frames.
frame_rate Numeric. Frames per second.

Method create(): Create one group member at a coordinate.

Usage:

Group#create(x, y)

Arguments:

x Numeric. X-coordinate in pixels.
y Numeric. Y-coordinate in pixels.

Method clone(): The objects of this class are cloneable with this method.

Usage:

Group\$clone(deep = FALSE)

Arguments:

deep Whether to make a deep clone.

Image

Image

Description

Create and manage images in the Phaser scene. Created with PhaserGame\$add_image() method.

Methods

Public methods:

- [Image\\$new\(\)](#)
- [Image\\$show\(\)](#)
- [Image\\$hide\(\)](#)
- [Image\\$click\(\)](#)
- [Image\\$clone\(\)](#)

Method new(): Add an image object to the Phaser scene.

Usage:

```
Image$new(  
  name,  
  url,  
  x,  
  y,  
  visible,  
  clickable,  
  session = getDefaultReactiveDomain()  
)
```

Arguments:

`name` Character. Unique name of the image.
`url` Character. URL or path to image file.
`x` Numeric. X-coordinate in pixels.
`y` Numeric. Y-coordinate in pixels.
`visible` Logical. Whether image is initially visible.
`clickable` Logical. Whether image emits click events.
`session` Shiny session object.

Method `show()`: Show a previously added image.

Usage:

```
Image$show()
```

Method `hide()`: Hide a previously added image.

Usage:

```
Image$hide()
```

Method `click()`: Add a click event listener to the image that triggers an R function when clicked.

Usage:

```
Image$click(event_fun, input)
```

Arguments:

`event_fun` A function.
`input` Shiny input object.

Method `clone()`: The objects of this class are cloneable with this method.

Usage:

```
Image$clone(deep = FALSE)
```

Arguments:

`deep` Whether to make a deep clone.

PhaserGame

PhaserGame

Description

R6 class to create and manage a Phaser game within a Shiny application. Provides methods for adding sprites, animations, images, backgrounds, controls, and collision handling.

Public fields

`id` Character. ID of the Game container. Used as the HTML element ID where the game canvas will be rendered.

Methods

Public methods:

- `PhaserGame$new()`
- `PhaserGame$set_shiny_session()`
- `PhaserGame$use_phaser()`
- `PhaserGame$add_text()`
- `PhaserGame$add_rectangle()`
- `PhaserGame$add_image()`
- `PhaserGame$add_map()`
- `PhaserGame$enable_terrain_collision()`
- `PhaserGame$add_sprite()`
- `PhaserGame$add_group()`
- `PhaserGame$add_static_sprite()`
- `PhaserGame$add_static_group()`
- `PhaserGame$add_collider()`
- `PhaserGame$add_overlap()`
- `PhaserGame$are_overlap()`
- `PhaserGame$add_overlap_end()`
- `PhaserGame$add_control()`
- `PhaserGame$clone()`

Method `new()`: Create a `PhaserGame` object with the given configuration.

Usage:

```
PhaserGame$new(id = "phaser_game", width = 800, height = 600)
```

Arguments:

`id` Character. ID of the Game container (defaults to "phaser_game").

`width` Numeric. Width of the Phaser canvas in pixels (defaults to 800).

`height` Numeric. Height of the Phaser canvas in pixels (defaults to 600).

Returns: A new `PhaserGame` object.

Examples:

```
game <- PhaserGame$new(id = "my_game", width = 1024, height = 768)
```

Method `set_shiny_session()`: Set the Shiny session used to send Phaser custom messages.

Usage:

```
PhaserGame$set_shiny_session(session = shiny::getDefaultReactiveDomain())
```

Arguments:

`session` Shiny session object (default: `shiny::getDefaultReactiveDomain()`).

Method `use_phaser()`: Load dependencies and initialize the Phaser game in the UI.

Usage:

```
PhaserGame$use_phaser()
```

Returns: HTML tag list containing dependencies and initialization script.

Examples:

```
game$use_phaser()
```

Method `add_text()`: Add a text object to the Phaser scene.

Usage:

```
PhaserGame$add_text(text, id, x, y, style = list(font_size = "22px"))
```

Arguments:

`text` Character. Text value to display.

`id` Character. Unique ID for the text object.

`x` Numeric. X-coordinate in pixels.

`y` Numeric. Y-coordinate in pixels.

`style` Named list. Styling options passed to Phaser text rendering.

Method `add_rectangle()`: Add a rectangle object to the Phaser scene.

Usage:

```
PhaserGame$add_rectangle(
  name,
  x,
  y,
  width,
  height,
  color,
  visible = TRUE,
  clickable = FALSE
)
```

Arguments:

`name` Character. Unique name for the rectangle.

`x` Numeric. X-coordinate in pixels.

`y` Numeric. Y-coordinate in pixels.

`width` Numeric. Rectangle width in pixels.

height Numeric. Rectangle height in pixels.
 color Character. Fill color in Phaser-compatible format.
 visible Logical. Whether rectangle is initially visible.
 clickable Logical. Whether rectangle emits click events.

Method `add_image()`: Adds a static image to the Phaser scene.

Usage:

```
PhaserGame$.add_image(name, url, x, y, visible = TRUE, clickable = FALSE)
```

Arguments:

name Character. Unique key to reference this image.
 url Character. URL or path to the image file.
 x Numeric. X-coordinate in pixels.
 y Numeric. Y-coordinate in pixels.
 visible Logical. Whether the image is initially visible (default: TRUE).
 clickable Logical. Whether the image should emit click events (default: FALSE).

Method `add_map()`: Add a background (tilemap) layer from Tiled JSON + tileset image(s).

Usage:

```
PhaserGame$.add_map(map_key, map_url, tileset_urls, tileset_names, layer_name)
```

Arguments:

map_key Character. Key for the tilemap JSON.
 map_url Character. URL of the Tiled JSON file (relative to `www/assets/`).
 tileset_urls Character vector. URLs of tileset image files.
 tileset_names Character vector. Names of tilesets as defined in Tiled.
 layer_name Character. Name of the layer to render from Tiled.

Returns: Invisible; sends a custom message to the client.

Method `enable_terrain_collision()`: Enable terrain collision for a player sprite.

Usage:

```
PhaserGame$.enable_terrain_collision(name)
```

Arguments:

name Character. Name of the player sprite (as added via `add_player_sprite`).

Method `add_sprite()`: Load a base spritesheet and create an "idle" animation.

Usage:

```
PhaserGame$.add_sprite(  
  name,  
  url,  
  x,  
  y,  
  frame_width,  
  frame_height,  
  frame_count = 1,  
  frame_rate = 1  
)
```

Arguments:

name Character. Unique key for the sprite and its idle animation.
url Character. URL or path to the spritesheet image.
x Numeric. X-coordinate in pixels.
y Numeric. Y-coordinate in pixels.
frame_width Numeric. Width of each frame.
frame_height Numeric. Height of each frame.
frame_count Numeric. Number of frames in the spritesheet.
frame_rate Numeric. Frames per second for the idle animation.

Method add_group(): Adds a dynamic group from a spritesheet.

Usage:

```
PhaserGame$.add_group(name)
```

Arguments:

name Character. Unique name of the group.

Method add_static_sprite(): Adds a static sprite to the scene (non-animated).

Usage:

```
PhaserGame$.add_static_sprite(name, url, x, y)
```

Arguments:

name Character. Unique name of the sprite.
url Character. URL or path to the image file.
x Numeric. X-coordinate in pixels.
y Numeric. Y-coordinate in pixels.

Method add_static_group(): Adds a static group to the scene (non-animated).

Usage:

```
PhaserGame$.add_static_group(name, url)
```

Arguments:

name Character. Unique name of the group.
url Character. URL or path to the image file.

Method add_collider(): Adds a collider between two game objects.

Usage:

```
PhaserGame$.add_collider(  
  object_one,  
  object_two = NULL,  
  group = NULL,  
  callback_fun = NULL,  
  input  
)
```

Arguments:

object_one Character. Name of the first object.

object_two Character. Name of the second object.
group Character. Name of the group to compare against.
callback_fun A function to be run when collision occurs.
input Shiny input list.

Method add_overlap(): Adds a collider between two game objects.

Usage:

```
PhaserGame$add_overlap(  
  object_one,  
  object_two = NULL,  
  group = NULL,  
  callback_fun,  
  input  
)
```

Arguments:

object_one Character. Name of the first object.
object_two Character. Name of the second object.
group Character. Name of the group.
callback_fun A function to be run when overlap occurs.
input Shiny input list.

Method are_overlap(): Create a reactive expression for overlap state between two objects.

Usage:

```
PhaserGame$are_overlap(object_one, object_two, input)
```

Arguments:

object_one Character. Name of the first object.
object_two Character. Name of the second object.
input Shiny input list.

Method add_overlap_end(): Register a callback fired when overlap between objects ends.

Usage:

```
PhaserGame$add_overlap_end(  
  object_one,  
  object_two = NULL,  
  group = NULL,  
  callback_fun,  
  input,  
  session = shiny::getDefaultReactiveDomain()  
)
```

Arguments:

object_one Character. Name of the first object.
object_two Character. Name of the second object.
group Character. Name of the group to compare against.
callback_fun Function. Callback executed when overlap ends.

input Shiny input list.
 session Shiny session object.

Method `add_control()`: Register a callback fired when a specific key is pressed.

Usage:

```
PhaserGame$add_control(key, action, input)
```

Arguments:

key A character, accepts Javascript key events (they need to align with event.code).

action A function to be run after key is pressed.

input Shiny input list.

Method `clone()`: The objects of this class are cloneable with this method.

Usage:

```
PhaserGame$clone(deep = FALSE)
```

Arguments:

deep Whether to make a deep clone.

Examples

```
## -----
## Method `PhaserGame$new`
## -----

game <- PhaserGame$new(id = "my_game", width = 1024, height = 768)

## -----
## Method `PhaserGame$use Phaser`
## -----

game$use Phaser()
```

Rectangle

Rectangle

Description

Create and manage rectangles in the Phaser scene. Created with `PhaserGame$add_rectangle()` method.

Methods

Public methods:

- [Rectangle\\$new\(\)](#)
- [Rectangle\\$show\(\)](#)
- [Rectangle\\$hide\(\)](#)

- [Rectangle\\$click\(\)](#)
- [Rectangle\\$clone\(\)](#)

Method `new()`: Add a rectangle object to the Phaser scene.

Usage:

```
Rectangle$new(  
  name,  
  x,  
  y,  
  width,  
  height,  
  color,  
  visible,  
  clickable,  
  session = getDefaultReactiveDomain()  
)
```

Arguments:

`name` Character. Unique name of the rectangle.
`x` Numeric. X-coordinate in pixels.
`y` Numeric. Y-coordinate in pixels.
`width` Numeric. Rectangle width in pixels.
`height` Numeric. Rectangle height in pixels.
`color` Character. Fill color in Phaser-compatible format.
`visible` Logical. Whether rectangle is initially visible.
`clickable` Logical. Whether rectangle emits click events.
`session` Shiny session object.

Method `show()`: Show a previously added rectangle.

Usage:

```
Rectangle$show()
```

Method `hide()`: Hide a previously added rectangle.

Usage:

```
Rectangle$hide()
```

Method `click()`: Add a click event listener to the rectangle that triggers an R function when clicked.

Usage:

```
Rectangle$click(event_fun, input)
```

Arguments:

`event_fun` A function.
`input` Shiny input object.

Method `clone()`: The objects of this class are cloneable with this method.

Usage:

```
Rectangle$clone(deep = FALSE)
```

Arguments:

deep Whether to make a deep clone.

```
run_sample_app
```

Run the packaged shinyphaser sample app

Description

Launches the sample Shiny application bundled with the package. This is a quick way to see a working shinyphaser game setup.

Usage

```
run_sample_app()
```

```
Sprite
```

Sprite

Description

Create and manage animated sprites in the Phaser scene. Created with PhaserGame\$add_sprite() method.

Methods

Public methods:

- `Sprite$new()`
- `Sprite$add_animation()`
- `Sprite$play_animation()`
- `Sprite$add_player_controls()`
- `Sprite$set_velocity_x()`
- `Sprite$set_velocity_y()`
- `Sprite$set_gravity()`
- `Sprite$set_bounce()`
- `Sprite$destroy()`
- `Sprite$set_in_motion()`
- `Sprite$clone()`

Method `new()`:

Usage:

```

Sprite$new(
  name,
  url,
  x,
  y,
  frame_width,
  frame_height,
  frame_count = NULL,
  frame_rate,
  session = getDefaultReactiveDomain()
)

```

Arguments:

`name` Character. Unique key for the sprite and its idle animation.

`url` Character. URL or path to the spritesheet image.

`x` Numeric. X-coordinate in pixels.

`y` Numeric. Y-coordinate in pixels.

`frame_width` Numeric. Width of each frame.

`frame_height` Numeric. Height of each frame.

`frame_count` Numeric. Number of frames in the spritesheet. If NULL, auto-detect from spritesheet dimensions.

`frame_rate` Numeric. Frames per second for the idle animation.

`session` Shiny session object.

Method `add_animation()`: Load a custom animation for any sprite previously added.

Usage:

```

Sprite$add_animation(
  suffix,
  url,
  frame_width,
  frame_height,
  frame_count = NULL,
  frame_rate
)

```

Arguments:

`suffix` Character. Identifier for this animation (e.g. "move_left").

`url` Character. URL or path to the spritesheet.

`frame_width` Numeric. Width of each frame.

`frame_height` Numeric. Height of each frame.

`frame_count` Numeric. Number of frames in the spritesheet. If NULL, auto-detect from spritesheet dimensions.

`frame_rate` Numeric. Frames per second for playback.

Returns: Invisible; sends a custom message to the client.

Method `play_animation()`: Play a loaded animation for the sprite.

Usage:

```
Sprite$play_animation(anim_name, duration = Inf)
```

Arguments:

anim_name Character. Identifier for the animation to play (e.g. "move_left").

duration Numeric. Optional duration in milliseconds to play the animation before reverting to idle (defaults to Inf, which loops indefinitely until another animation is played).

Method add_player_controls(): Enable movement controls (arrow keys) for a player sprite.

Usage:

```
Sprite$add_player_controls(
  directions = c("left", "right", "down", "up"),
  speed = 200
)
```

Arguments:

directions Character vector. Directions to enable (defaults to c("left","right","down","up")).

speed Numeric. Movement speed in pixels/second (default: 200).

Method set_velocity_x(): Set the sprite's velocity in the x direction.

Usage:

```
Sprite$set_velocity_x(x = 100)
```

Arguments:

x Numeric. Velocity in pixels/second (positive = right, negative = left).

Method set_velocity_y(): Set the sprite's velocity in the y direction.

Usage:

```
Sprite$set_velocity_y(x = 100)
```

Arguments:

x Numeric. Velocity in pixels/second (positive = down, negative = up).

Method set_gravity(): Set the sprite's velocity in both x and y directions.

Usage:

```
Sprite$set_gravity(x = 100, y = 100)
```

Arguments:

x Numeric. Velocity in pixels/second (positive = right, negative = left).

y Numeric. Velocity in pixels/second (positive = down, negative = up).

Method set_bounce(): Set the sprite's bounce factor.

Usage:

```
Sprite$set_bounce(x)
```

Arguments:

x Numeric. Bounce factor.

Method destroy(): Remove sprite from the scene.

Usage:

Sprite\$destroy()

Method set_in_motion(): Move sprite along a vector for a set distance.

Usage:

Sprite\$set_in_motion(dir_x, dir_y, speed, distance, lag = distance/speed)

Arguments:

dir_x Numeric. Horizontal direction (-1 = left, +1 = right, 0 = none).

dir_y Numeric. Vertical direction (-1 = up, +1 = down, 0 = none).

speed Numeric. Speed in pixels/second.

distance Numeric. Distance in pixels to travel before stopping.

lag Numeric. Optional delay before sending the command (defaults to distance/speed).

Method clone(): The objects of this class are cloneable with this method.

Usage:

Sprite\$clone(deep = FALSE)

Arguments:

deep Whether to make a deep clone.

StaticGroup

Static Group

Description

Create and manage groups of static sprites in the Phaser scene. Created with PhaserGame\$add_static_group() method.

Methods

Public methods:

- [StaticGroup\\$new\(\)](#)
- [StaticGroup\\$create\(\)](#)
- [StaticGroup\\$disable\(\)](#)
- [StaticGroup\\$clone\(\)](#)

Method new(): Create a static group from a base image.

Usage:

StaticGroup\$new(name, url, session = shiny::getDefaultReactiveDomain())

Arguments:

name Character. Unique name of the group.

url Character. URL or path to image file.

session Shiny session object.

Method create(): Create one static group member at a coordinate.

Usage:

StaticGroup\$create(x, y)

Arguments:

x Numeric. X-coordinate in pixels.

y Numeric. Y-coordinate in pixels.

Method disable(): Disable a static group member body based on overlap event payload.

Usage:

StaticGroup\$disable(evt)

Arguments:

evt List-like event payload containing x2 and y2 values.

Method clone(): The objects of this class are cloneable with this method.

Usage:

StaticGroup\$clone(deep = FALSE)

Arguments:

deep Whether to make a deep clone.

StaticSprite

Static Sprite

Description

Create and manage non-animated sprites in the Phaser scene. Created with PhaserGame\$add_static_sprite() method.

Methods

Public methods:

- [StaticSprite\\$new\(\)](#)
- [StaticSprite\\$clone\(\)](#)

Method new(): Add a non-animated static sprite to the scene.

Usage:

StaticSprite\$new(name, url, x, y, session = getDefaultReactiveDomain())

Arguments:

name Character. Unique name of the sprite.

url Character. URL or path to image file.

x Numeric. X-coordinate in pixels.

y Numeric. Y-coordinate in pixels.

session Shiny session object.

Method clone(): The objects of this class are cloneable with this method.

Usage:

```
StaticSprite$clone(deep = FALSE)
```

Arguments:

deep Whether to make a deep clone.

 Text

 Text

Description

R6 class to represent a text object in the Phaser scene, allowing dynamic updates to its content. Created with `PhaserGame$add_text()` method.

Methods**Public methods:**

- [Text\\$new\(\)](#)
- [Text\\$set\(\)](#)
- [Text\\$clone\(\)](#)

Method `new()`: Create a text object in the Phaser scene.

Usage:

```
Text$new(text, id, x, y, style, session = shiny::getDefaultReactiveDomain())
```

Arguments:

text Character. Text value to display.

id Character. Unique ID for the text object.

x Numeric. X-coordinate in pixels.

y Numeric. Y-coordinate in pixels.

style Named list. Styling options passed to Phaser text rendering.

session Shiny session object.

Method `set()`: Update the text content of this object.

Usage:

```
Text$set(text)
```

Arguments:

text Character. New text value to display.

Method `clone()`: The objects of this class are cloneable with this method.

Usage:

```
Text$clone(deep = FALSE)
```

Arguments:

deep Whether to make a deep clone.

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