Correction to: Let's Build a Multiplayer Phaser Game

Correction to:
O. Lodriguez, *Let's Build a Multiplayer Phaser Game*,
https://doi.org/10.1007/978-1-4842-4249-0

The text highlighted occurring in listing 4-16 in Chapter 4 mentioned below:

keyboard.model.ts

Has been replaced with:

keyboard.class.ts

The text highlighted occurring in listing 5-2 in Chapter 5 mentioned below:

player.class.ts

Has been replaced with:

game.class.ts

The above mentioned corrections have been updated in the book.