

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.

The updated versions of the chapters could be found at

https://doi.org/10.1007/978-1-4842-4249-0_4

https://doi.org/10.1007/978-1-4842-4249-0_5

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O. Lodriguez, *Let's Build a Multiplayer Phaser Game*,

https://doi.org/10.1007/978-1-4842-4249-0_11