

(a) Code Model Training

Continual Pretraining



Open-Source Phaser/JS Repositories

Phaser Documents

Community Tutorials

▶ Localized Code-Loop/Physics Understanding

Supervised Fine-Tuning



Instructions Curated Via GPT-5.1



Ground Truth Via MiniMax M2.5

▶ Instruction Following Capability

Reinforcement Learning



Component-Level Logic

Specific Functions



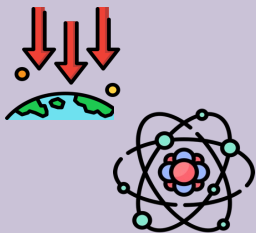
Execution Sandbox (Test Pass Rate)

▶ Verifiable Rewards

(b) Autonomous Agent Workflow

Classification

(Physics-First Logic)



classify-game-type

Scaffolding

(Archetype Core)



run_shell_command

GDD Generation

(Core-Aware Design)



generate-gdd

Verification

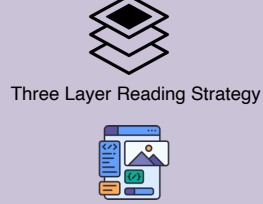
(Self-Correction Loop)



debug_protocol.md

Implementation

(Hook-Driven)



write_file

Assets Synthesis

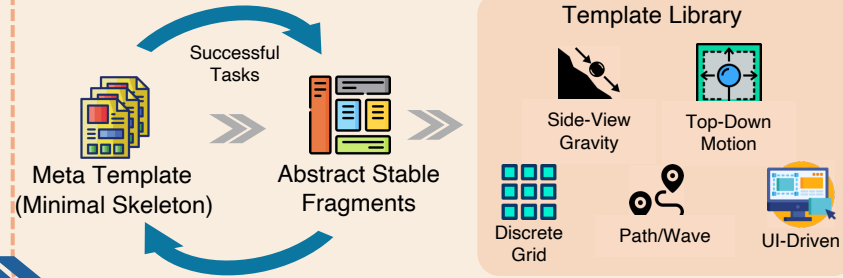
(Multimodal)



generate_game_assets

(c) Agent Evolution with Game Skills

Template Skill



Debug Skill

