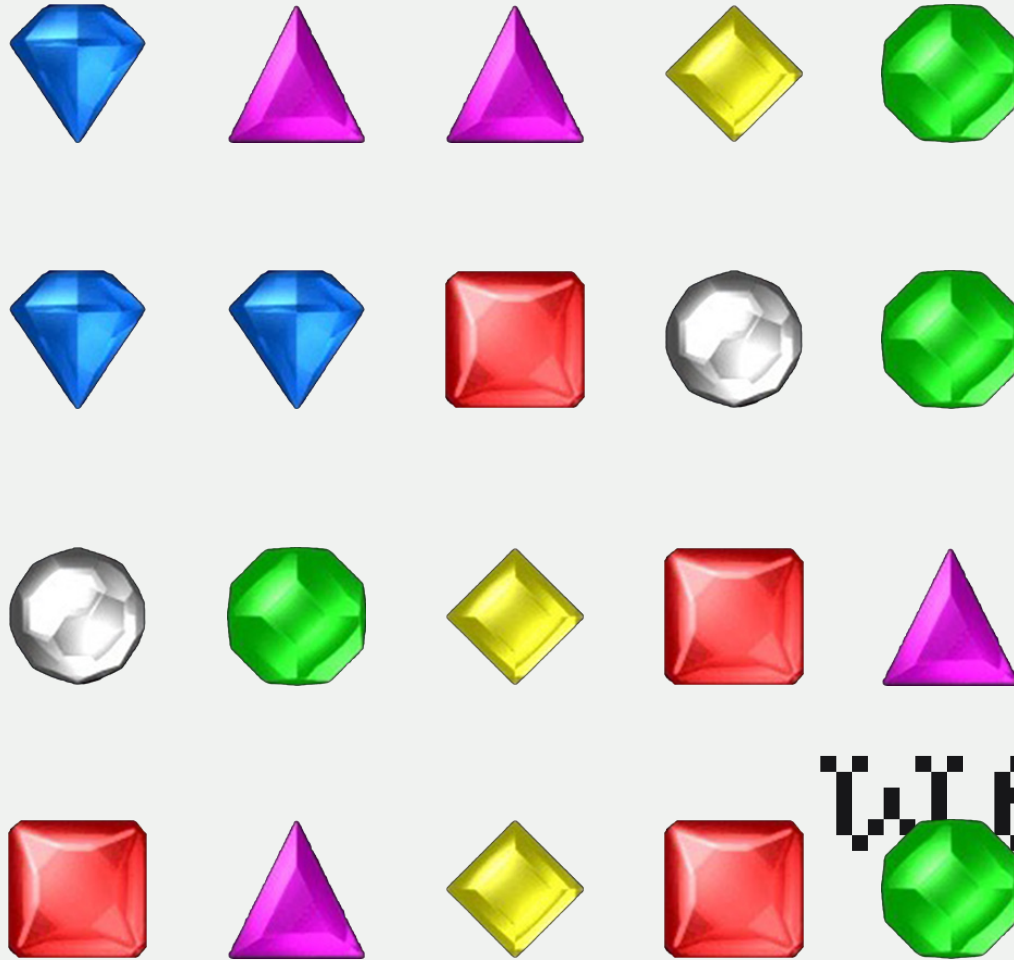
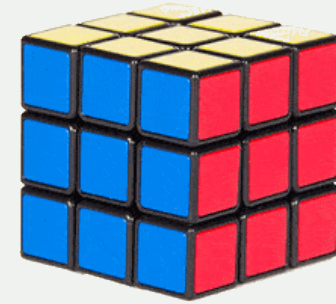


match 3



week 1

what's so amazing about the humble *match 3* game?

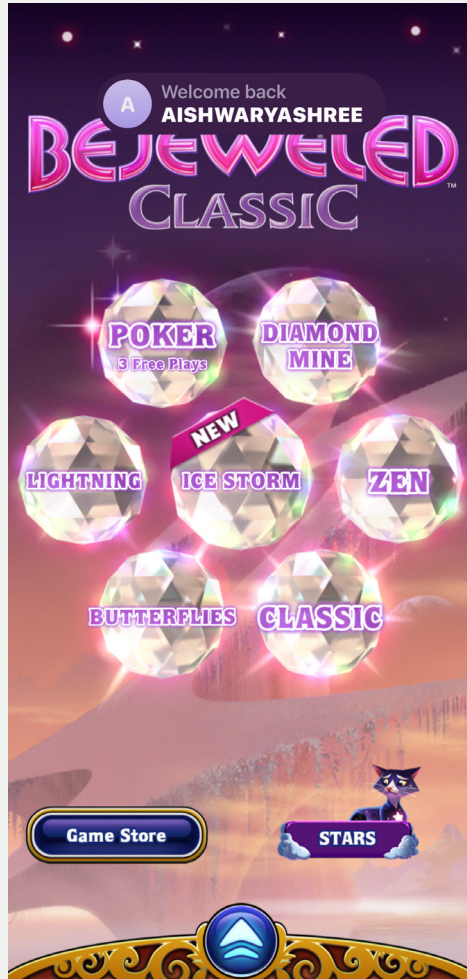


MATCH
3 FINAL
BOSS

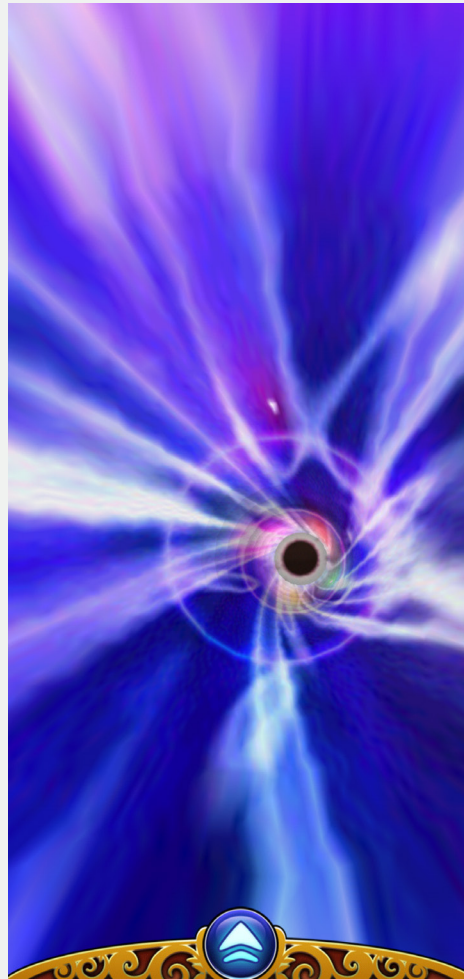
- ◆ loved by tweens, moms, myself
- ◆ accessible, free
- ◆ quick wins, impossible victory
- ◆ cheap, immediate dopamine
- ◆ satisfying a primal need for foraging
- ◆ colourful
- ◆ satisfying
- ◆ validating

safe to say it's what
people keep coming
back to--the reign-
ing champion of all
video games

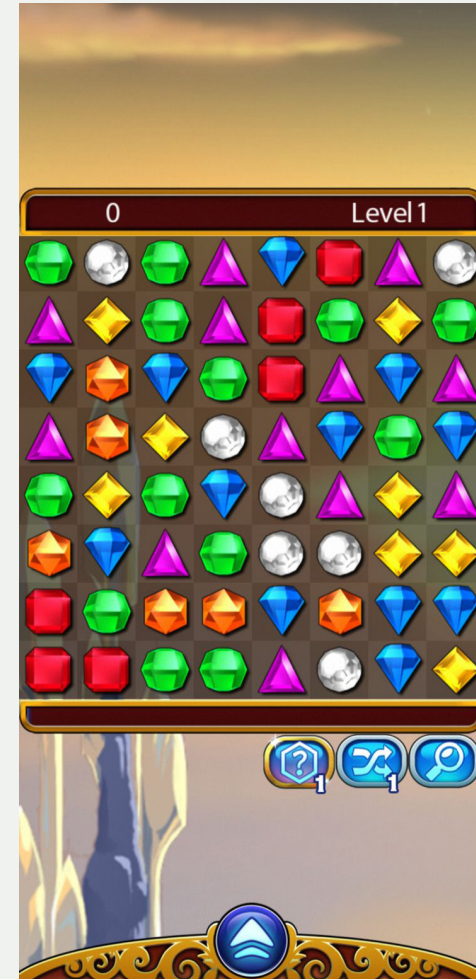
match 3 game of choice: Bejeweled Classic



SPLASH SCREEN




CUTSCENE



CLASSIC VERSION

match 3 game of choice: Bejeweled Classic

For you



Part 7 - Moving Pieces 2 21:38


Part 4 - Filling The Board 11:21

Part 6 - Moving Pieces 1 10:59

Part 7 - Movement Part 2: Make a game like Candy Crush using Godot
16k views · 7 years ago

Part 4: Filling the board - Make a game like Candy Crush using Godot
27k views · 7 years ago

Part 6: Movement Part 1 - Make a game like Candy Crush using Godot
18k views · 7 years ago



CANDY CRUSH (CLONE)

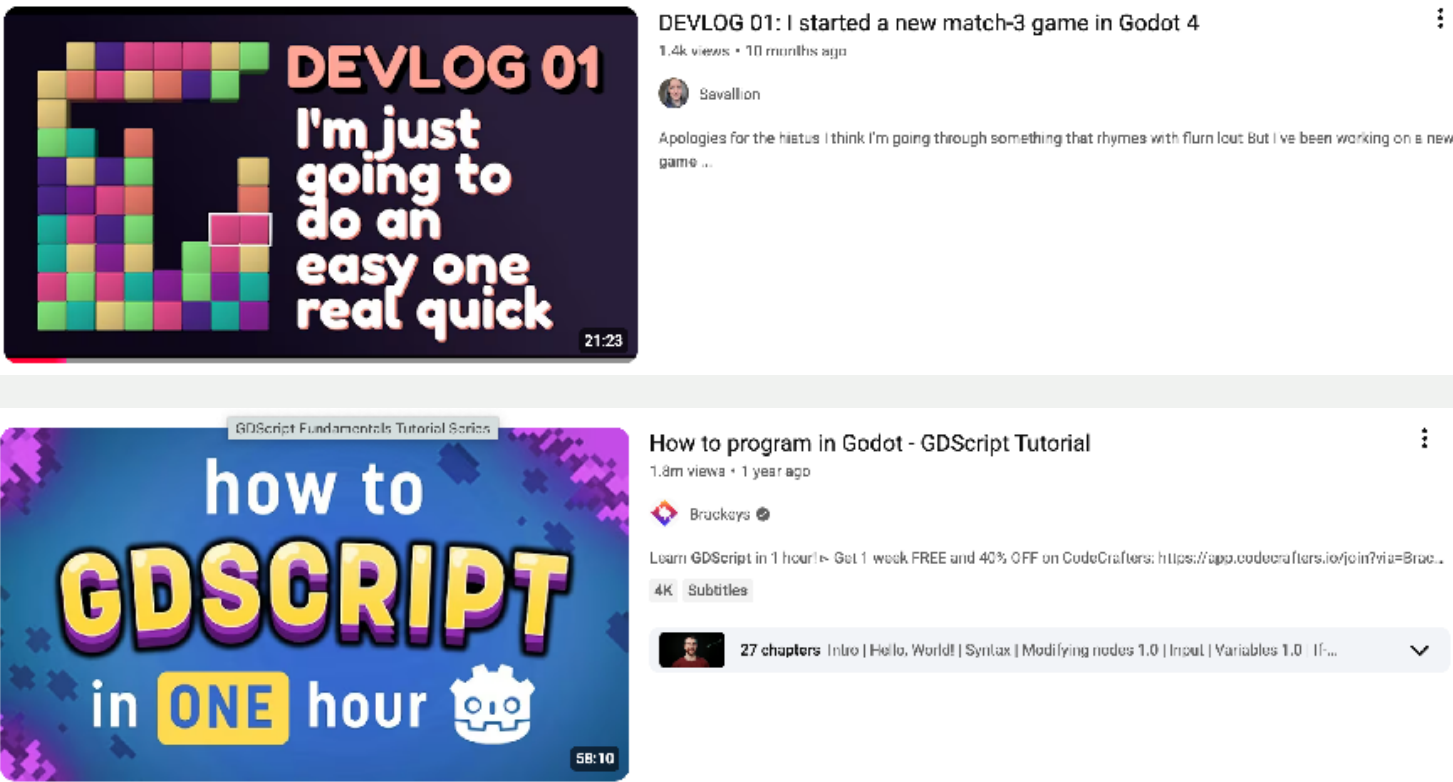
28:29

Candy Crush Clone in Godot 4 | Full Tutorial for Beginners
1.3k views · 3 months ago

The Wizard Coder

Learn how to create a simple Candy Crush clone in Godot 4 step by step! In this tutorial, I'll guide you through building a ...

match 3 game of choice: Bejeweled Classic



DEVLOG 01: I started a new match-3 game in Godot 4
1.4k views • 10 months ago
Savallion
Apologies for the hiatus I think I'm going through something that rhymes with flurr lout But I've been working on a new game ...
21:23

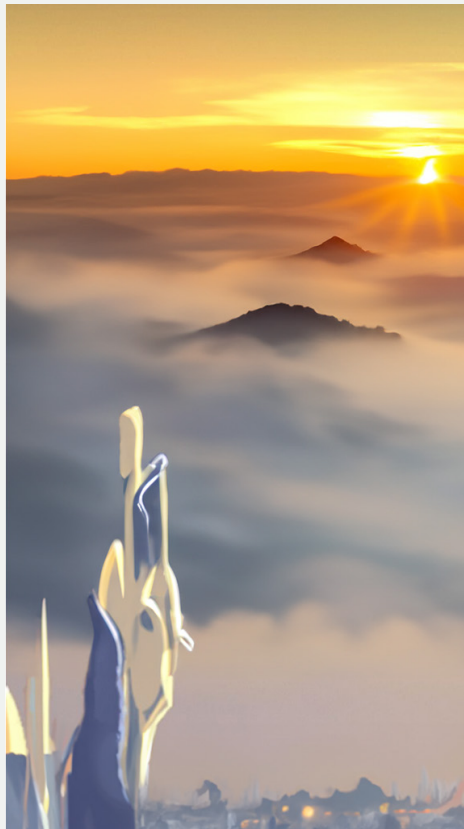
GDScript Fundamentals Tutorial Series
how to GDSCRIPT in ONE hour
58:10

How to program in Godot - GDScript Tutorial
1.8m views • 1 year ago
Bruckys
Learn GDScript in 1 hour! - Get 1 week FREE and 40% OFF on CodeCrafters: <https://app.codecrafters.io/join?via=Bruc...>
4K Subtitles
27 chapters Intro | Hello, World! | Syntax | Modifying nodes 1.0 | Input | Variables 1.0 | If...

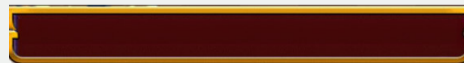
replication as iteration 1

Bejeweled Classic

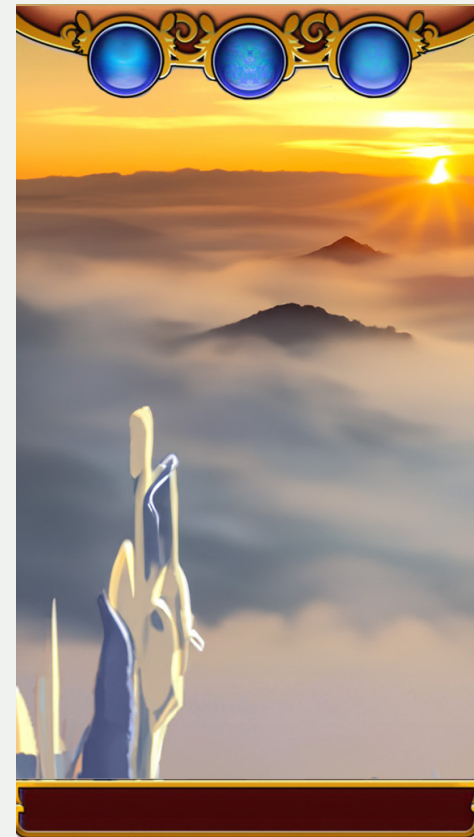
ART



BACKGROUND



UPPER AND LOWER UI

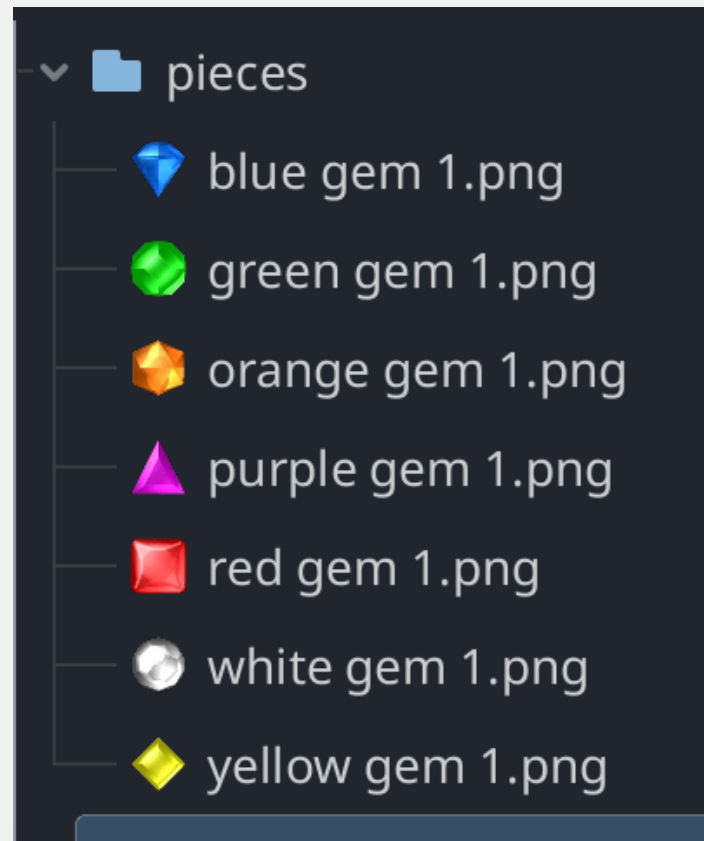


GAME WINDOW: MAIN

replication as iteration 1

Bejeweled Classic

ART



GEMS : GAME PIECES

Filter Scripts



grid.gd(*)

piece.gd

grid.gd(*)



Filter Methods



_ready

make_2d_array

_process

```
1 extends Node2D
2
3 # Grid Variables
4 @export var width: int
5 @export var height: int
6 @export var x_start: int
7 @export var y_start: int
8 @export var offset: int
9
10 var all_pieces = [];
11 # Called when the node enters the scene tree for the first time
12 func _ready() -> void:
13     pass # Replace with function body.
14
15 func make_2d_array():
16     var array = [];
17     for i in width:
18         array.append([]);
19         for j in height:
20             array[i].append(null);
21     return array;
22
23 # Called every frame. 'delta' is the elapsed time since the previous frame.
24 func _process(delta: float) -> void:
25     pass
26
```



```
28
29  ▼ var possible_pieces: Array[PackedScene] = [
30    >| preload("res://Scenes/yellow_piece.tscn"),
31    >| preload("res://Scenes/blue_piece.tscn"),
32    >| preload("res://Scenes/purple_piece.tscn"),
33    >| preload("res://Scenes/red_piece.tscn"),
34    >| preload("res://Scenes/green_piece.tscn"),
35    >| preload("res://Scenes/white_piece.tscn")
36  ]
37
```



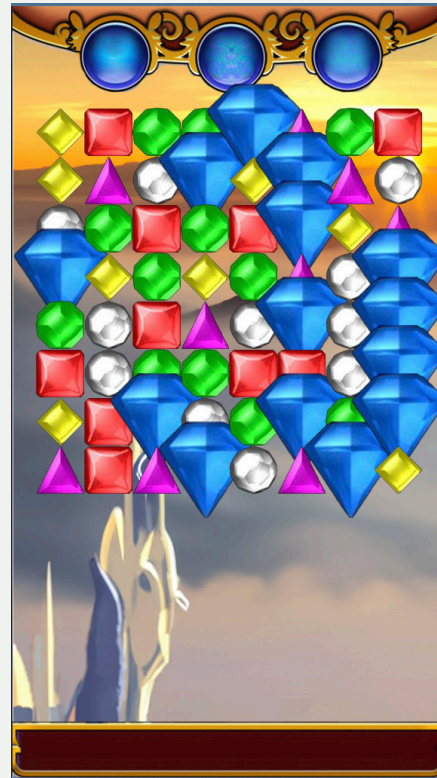
replication as iteration 1

Bejeweled Classic

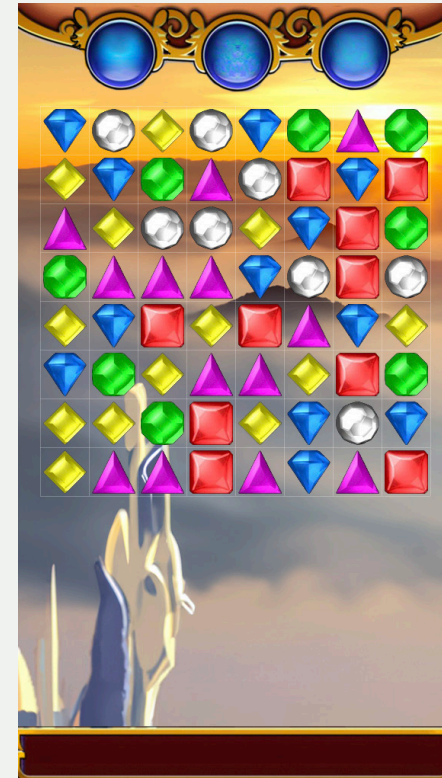
ITERATION THROUGH BUGGS



OFF-GRID, SCALE



RANDOMIZE, SCALE



GRID OFF-CENTRE

replication as iteration 1

Bejeweled Classic

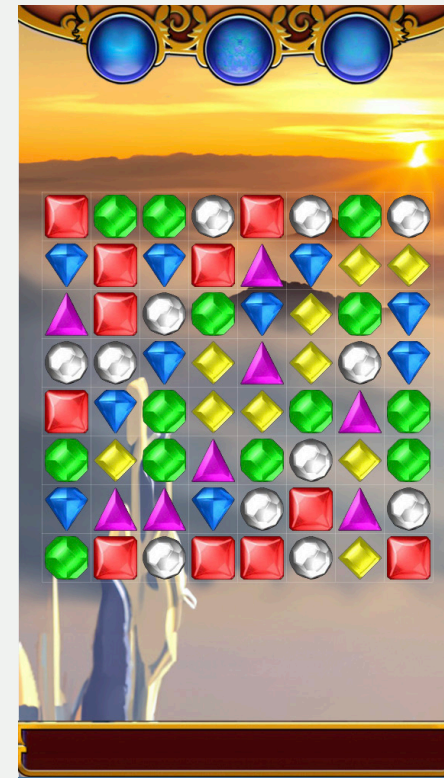
ITERATION THROUGH BUGGS



REMOVING 3 PAIRING



ADDING SWAP // TOUCH MOTION

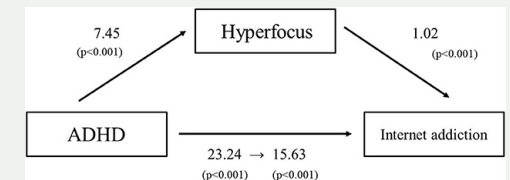


ADDING DRAG //
OTHER GAME FUNCTIONS

proposals for studio based-experiments

Ambient Care

This studio-based experiment explores interaction design as an ambient form of care, particularly in relation to attention and cognitive regulation. Through soft visual systems, repetition, and low-stakes interaction, the project investigates how digital environments can support focus without demand, offering moments of grounding rather than stimulation. Drawing from conditions such as ADHD **without explicitly pathologising them**, the work considers how design can accommodate fluctuating attention, restlessness, and sensory sensitivity by slowing down systems traditionally built around urgency and reward.



HOW SOCIAL MEDIA CAN INTENSIFY ADHD

- 1 Instant gratification from likes and notifications increases impulsivity
- 2 Constant distractions from alerts interrupt focus and make completing tasks harder
- 3 Hyperfocus on social media leads to significant loss of time ("time blindness")
- 4 Dopamine-driven design of social apps exploits the ADHD brain's craving for stimulation
- 5 Short-form content trains the brain to expect frequent rewards, reducing tolerance for sustained attention

Simply Psychology

Longitudinal associations between digital media use and ADHD symptoms in children and adolescents: a systematic literature review

[Lisa B Thorell](#)^{1,*}, [Jonas Burén](#)¹, [Johanna Ström Wiman](#)¹, [David Sandberg](#)¹, [Sissela B Nutley](#)¹

[Author information](#) [Article notes](#) [Copyright and License information](#)

PMCID: PMC11272698 PMID: [36562860](#)

Abstract

Previous reviews have often shown a link between digital media ADHD symptom levels. However, longitudinal studies are needed to find stronger evidence of a causal effect as well as to determine the direction of effects. The aim of the present review (PROSPERO CRD42021262695) was therefore to provide a systematic review of studies meeting the following inclusion criteria: (1) include longitudinal data investigating associations between digital media (i.e., gaming and social media) and later ADHD symptoms or vice versa, (2) be published within the past 10 years (i.e., 2011 until June 2021), (3) be published in a peer-reviewed journal in English, and (4) include children or adolescents (age 0–17 years). After a systematic search in the Web of Science and PsycInfo databases, we included 28 studies, all with adequate or high quality. Results showed support for reciprocal associations between digital media and ADHD symptoms, with associations being more consistent for problematic use of digital media than for screen time. Thus, children with ADHD symptoms appear more vulnerable to developing high or problematic use of digital media (i.e., selection effects), and digital media also have effects on later ADHD symptom levels, either because of specific

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