Mind Match: Signa vs Stress Game
—Genz edition—

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INTRODUCTION

Mind Match game is a lightweight, fast-paced game that is intended to be played for around 30- 40 seconds. The main purpose of this game is to educate young people about their mental health, and some recommended coping mechanisms in a light-hearted, more of "GenZ" way.

GAME THEME & TOPIC JUSTIFICATION

We chose: Mental health and wellbeing because it is a very relevant topic nowadays, especially with young people across the world. And especially we are in this generation, we have to face burnout, overthinking, or lack of motivation, depression a lot and sometimes we are often overlooking small, practical coping actions such as hydration, movement, or journaling, which will actually help.

Mind Match do exactly that, for each mental issue, there would be a specific coping mechanism, in a funny way, teaching positive behaviours for others while remaining fun and enjoyable.

POTENTIAL IMPACT

Mind Match will potentially teach and spread awareness to young people about mental health by making it a game, a more interactive and engaging approach. Rather than sitting through a long lecture or reading about it, players can learned small coping mechanism and some common mental issues just simply play the games for 30-45 second. The game also designed in a way that is humor, filled with emojis and more relatable with Gen-z. It help the the conversations about mentalhealth more accessible and enjoyable and less intimidate for someone else.

Goals is to have fun while learn about the those topic.

TECHNOLOGY STACK & AI TOOLS

Mind Match is built with entirly by frontend technology and require no backend installations for it to run.
- HTML5 for structure and layout
- CSS3 for responsive design, gradients, and animations
- Vanilla JavaScript for logic, timer, scoring, and game flow
- Web Audio API to synthesize sound effects without external files
- LocalStorage for persistent high-score saving
- LLMs (ChatGPT, Gemini) – used for idea generation, code assistance, and text writing

OVERVIEW GAME MECHANICS

The game display sets of cards. Players are required to flipped 2 cards at the same time to find a matching "stress" and "Coping" pair. If it's a matches, player will earn a point. If not, cards will simply flipped back, and the players have to keep searching

Throughtout the game, timers, score and remaining pairds will be tracked. Once the players finished the game/Find all pairs. There's game dashboard will appeared, displayed the results and time taken in the game.

REFLECTION

Through this project, we discover that with AI can help us doing the task much faster, from creating prototype to generate drafting ideas, and report. With the help of AI, we are able to finished everything in a very short amount of times.

However, it it very important to balance with AI assistance with manual check, design judgment, to maintain control over the project, and make sure the final product is more authenticate.

There were some challenges introducing along with the help of AI, we often lost on keeping track of what's going on, and how to debug it properly. Like for example a normal bug of the game take bit longer than usual to fix as we have to look at the code again, and try to understand what's happening.

However, at the end the final outcome was meaningful, we created an educational game that mixed with humours, make it more "Gen-Z friendly".

CONCLUSION

Mind match game transform a very sensitive and serious topic, to a positive and engaging experience. With humor, and meaningful engagement. It helps players to reflect that such small actions could lead to a better and positive mental health proving that even a simple game can help life easier sometimes.