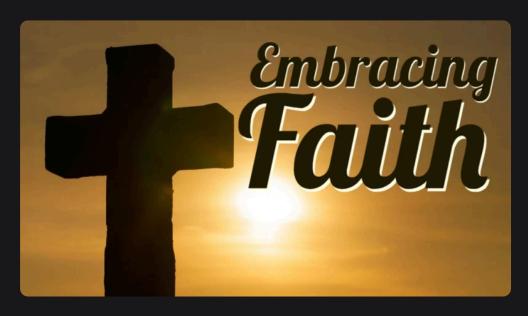
# **Embracing Faith Through Fun: The Impact of Christian Games and Puzzles edited**

engaging activities are more than just pastimes; they are powerful tools designed to deepen one's understanding of scripture, foster community, and nurture spiritual development.



## This is an heading

In a world where entertainment often seems detached from spiritual growth, Christian games and puzzles offer a refreshing way to combine fun with faith. These engaging activities are more than just pastimes; they are powerful tools designed to deepen one's understanding of scripture, foster community, and nurture spiritual development.



Christian games and puzzles come in various forms, each tailored to convey biblical lessons in an interactive and enjoyable manner. From board games that bring Bible stories to life to intricate puzzles that feature scriptural themes, these resources are crafted to make learning about faith both accessible and enjoyable.

This is another heading

One of the most significant benefits of Christian games and puzzles is their ability to make scripture memorable. By engaging with Bible verses through interactive play, players are more likely to internalize and reflect on spiritual teachings. For instance, a game that challenges players to answer questions about Bible characters or events not only tests their knowledge but also reinforces their understanding of the material.

```
import React, { useState, useEffect, useRef } from "react";
import { Share2, Eye, Menu, Search, ArrowUpRight } from "lucide-react";
import Image from "next/image";
import { Button } from "@/components/ui/button";
import {
    Sheet,
    SheetContent,
    SheetDescription,
    SheetHeader,
    SheetTitle,
    SheetTrigger
} from "@/components/ui/sheet";
```

```
import { usePathname } from
import { useQuery } from
import axios from
import { cn } from
import
import
import { createRoot } from
import { Copy } from
import hljs from
  onst CodeBlockNav = () => (
     <div className="flex items")</pre>
const
    {/* <span>{language}</span> */}
interface HeadingObjec
 id: string;
 text: string;
 level: number;
  items:
                       t[];
interface Article {
 id: string;
 title: string;
 description: string;
 blurImage: string;
 imageUrl: string;
 shortSummary: string;
  pdfUrl: string;
interface ApiResponse {
 article: Article;
 relatedArticles: Article[];
const ArticleLayout: React.FC = () => {
  const [activeSection, setActiveSection] = useState<string>("");
  const [isDrawerOpen, setIsDrawerOpen] = useState<boolean>(false);
  const [articleStructure, setArticleStructure] = useState
                                                                              []>([]);
 const contentRef = useRef<#!MLDivElement>(null);
const articleContentRef = useRef<#!MLDivElement>(null);
  const [articleHtml, setArticleHtml] = useState<string>("");
  const pathname = usePathnam
  const id = pathname.split("/").;
                                       () || "";
  const { isPending, error, data } = useQuery<ApiRespons</pre>
    queryKey: [id],
    queryFn: () =>
        (res) => res.data
  });
```

```
const article = data?.article;
const handleDownload = async (pdfUrl: any) => {
           .og(pdfUrl,
 try {
   const response = await fetch(pdfUrl);
   const blob = await response.blob();
const upl = vindou Upl
   (blob);
   link.href = url;
   link.download = "Christis
document.body.appendChild
   link.click();
                   removeChild(link);
   document.body.r
    window.URL.re
                               (url);
  } catch (error) {
                      ear downloading PDF:", error);
      unaccessArticleContent = (htmlContent: string) => {
const
 const parser = new DOMPar
                       arset
 const doc = parser.
                                     (htmlContent,
  const codeBlocks = doc.querySelectorAll("pre");
  codeBlocks.forEach((codeBlock) => {
   const wrapper = document.createflement( div );
   wrapper.className =
    const navbar = document.c
    navbar.className =
    const languageSpan = document.createflement
languageSpan.className = "text.zinc.400";
    const codeContent = codeBlock.textContent || "";
    const result = hljs.highlightAuto(codeContent);
    const language = result.language ||
    languageSpan.textContent = language;
    navbar.
                    ild(languageSpan);
    const copyButton = document.createElement("button");
    copyButton.className =
    copyButton.innerHTML =
   navbar.
            ppendChild(copyButton);
```

```
codeBlock.parentNode?.
                                          (wrapper, codeBlock);
                      ild(navbar);
    wrapper.
    wrapper.
                         (codeBlock);
  });
  document.body.addEventListener("click", function (event) {
   const target = event target as Element;
    const target = event.target as
                                         )) {
    if (target.closest(".copy-butte
      const copyButton = target.close
      const codeBlock = copyButton.closest(
if (codeBlock) {
      if (codeBlock) {
        const codeText = codeBlock.textContent || "";
        navigator.clipboard
                      (codeText)
                (() => {
             copyButton.innerHTML =
             setTimeout(() => {
               copyButton.innerHTML =
             },
           })
                 ((err) => {
                                                      , err);
           });
  });
  return doc.body.innerHTML; // Return the processed HTML
};
useEffect(() => {
  if (article?.description && articleContentRef.current) {
    articleContentRef.current.innerHTML = articleHtml;
    const headings = articleContentRef.current.
                        HeadingObject[] = [
    const structure:
      { id:
                             ', text: article.title, level: 1, items: [] }
   ];
let currentH1: HeadingObject | null = null;
let currentH2: HeadingObject | null = null;
    ];
    headings.forEach((heading, index) => {
      const headingId = heading.id ||
      heading.id = headingId;
      const headingObject:
        id: headingId,
        text: heading.textContent || "
```

```
level: parseInt(heading.tagName[1]),
        items: []
      };
      switch (heading.tagName.toLowerCase()) {
        case "h1":
          currentH1 = headingObject;
          currentH2 = null;
          structure.push(currentH1);
        case "h2":
          currentH2 = headingObject;
          if (currentH1) {
          currentH1.items.push(currentH2);
          } else {
            structure.push(currentH2);
          }
          break;
        case "h3":
          if (currentH2) {
            currentH2.items.push(headingObject);
          } else if (currentH1) {
           currentH1.items.push(headingObject);
          } else {
            structure.push(headingObject);
          break;
    const processedContent = processArticl
                                              ontent(article.description);
    setArticleHtml(processedContent);
                     re(structure);
}, [article, articleHtml]);
         (() => {
nandleScroll = () => {
  const
    const headings =
      articleContentRef.current?...
    if (headings) {
      for (let i = headings.length - 1; i >= 0; i--) {
        const heading = headings[i];
        const rect = heading.
        if (rect.top <= 100) {</pre>
                           (heading.id);
          break;
 window.addEventListener('scroll'
return() => window.removeEventL
                                   ", handleScroll);
                                   Listener("scroll", handleScroll);
}, []);
const scrollToSaction = (id: string) => {
  const element = document.getElementByI
                                          (id);
  if (element) {
    const navbarHeight = 60; // Height of the main navbar
    const secondNavbarHeight = 50; // Height of the second navbar
    const padding = 20; // Additional padding
    const windowWidth = window.innerWidth;
    let offsetPosition;
    if (windowWidth < 10.
                          24) {
```

```
offsetPosition =
       element.
                                     ().top +
       window.pageYOffset -
       navbarHeight -
       secondNavbarHeight -
       padding;
   } else {
     offsetPosition =
       element.
                                     ().top +
       window.pageYOffset -
       navbarHeight -
       padding;
      top: offsetPosition,
     behavior:
    });
                    (id);
const LeftSidebar: React.FC = () => {
  const [hoveredSection, setHoveredSection] = useState<string | null>(null);
                          = (items:
                                                  t[]) => {
    return items.
                    ((item, index) => (
           e.preventDefault();
           scrollToSection(item.id);
          onMouseEnter={() => setHoveredSection(item.id)}
          onMouseLeave={() => setHoveredSection(null)}
          {item.text}
        {item.items && item.items.length > 0 && (
            {item.level === 2 && (
            )}
            {item.items.map((subItem, subIndex) => (
                {item.level === 2 && (
                )}
```

```
e.preventDefault();
                    scrollToSection(subItem.id);
                  }}
                  onMouseEnter={() => setHoveredSection(subItem.id)}
                  onMouseLeave={() => setHoveredSection(null)}
                >
                  {subItem.text}
       )}
 };
 return (
           Ctrl K
       {renderSidebarItems(articleStructure)}
return (
   {/* Mobile Navigation */}
```

```
<SheetTitle className="text-white">Table of Contents</SheetTitle>
<SheetDescription className="text-gray-400">
      Navigate through the article sections
{/* Left Sidebar */}
{/* Main Content */}
  {/* Hero Section */}
        {article?.title}
        {article?.shortSummary}
          Share <Share2 className="ml-2" size={20} />
            onClick={() => handleDownload(article?.pdfUrl)}
             className="inline-flex items-center justify-center px-6 py-3 border border-blue-400 text
             <Eye className="mr-2" size={20} /> Read Later
```

```
{/* Decorative elements */}
  {/* Article Content */}
   {/* The article content will be inserted here by the useEffect */}
{/* Right Sidebar */}
   {/* Social Media Section */}
       Share This Article
         <Share2 className="mr-2" size={18} /> Share
         <Eye className="mr-2" size={18} /> Read Later
                                             Related Articles</h3>
       {data?.relatedArticles
         ?.slice(0, 5)
          .map((relatedArticle, index) => (
               {relatedArticle.title}
         ))}
```

In addition to educational value, Christian games and puzzles serve as excellent tools for building community. Whether used in church groups, family gatherings, or youth ministries, these activities create opportunities for fellowship and discussion. They provide a relaxed setting where individuals can bond over shared experiences and deepen their relationships with one another while exploring their faith

Here's a bullet list of the key points from the updated approach:

### Removed onSuccess:

React Query v5 no longer supports on Success in the useQuery options.

## Moved success handling to useEffect:

Used a useEffect to watch the isSuccess state returned by useQuery.

After a successful fetch, the shouldFetch state is set to false, preventing further queries.

### Used enabled option:

Controlled query triggering using the enabled option based on shouldFetch.

## Fetch only on initial render:

Set shouldFetch to true after the component mounts via useEffect.

#### This is an Ordered Bullet List

Moreover, Christian puzzles, such as those featuring scripture-based crosswords or word searches, offer a solitary yet contemplative experience. These puzzles allow individuals to engage in personal reflection and meditation, helping them to connect with their faith on a deeper level.

Christian games and puzzles also address various age groups and learning styles. For children, they offer a playful way to learn about Bible stories and values, encouraging early spiritual development. For adults, these activities provide a means to revisit and reflect on their faith in a meaningful way, often serving as conversation starters or teaching tools in group settings.

```
@tailwind base;
@tailwind components;
@tailwind utilities;
@layer base {
  :root {
    --background:
    --foreground:
    --buttonBackground:
    --card:
    --card-foreground:
    --popover:
    --popover-foreground:
    --primary:
    --primary-foreground:
    --secondary:
    --secondary-foreground:
    --muted:
    --muted-foreground:
    --accent:
    --accent-foreground:
    --destructive:
    --destructive-foreground:
    --border:
    --input:
```

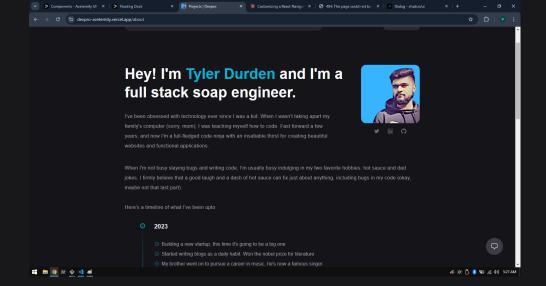
```
--ring:
    --radius: 0.5rem;
  .dark {
   --background: 240 10% 3.9%;
--foreground: 0 0% 98%;
    --buttonBackground: 99
    --card: 240 10% 3.
    --card-foreground:
    --popover: 240 10% 3.9%
    --popover-foreground:
    --primary: 0 0% 98%;
    --primary-foreground:
    --secondary: 240 3.7% 1
    --secondary-foreground:
    --muted: 240 3.7% 15.9
    --muted-foreground:
    --accent: 240 3.7% 15.0
    --accent-foreground: 0
    --destructive: 0 62.8% 30.6%;
    --destructive-foreground: 0
    --border:
    --input:
    --ring:
  }
.ql-syntax {
 background-color: #282c34 !important;
ol {
 list-style-type: decimal; /* Use 'decimal' for normal numbers, 'lower-alpha' for lowercase letters, etc. */
 margin-left: 20
ul {
 list-style-type: disc; /* Use 'disc' for filled dots, 'circle' for hollow circles, etc. */
 margin-left:
ul li {
 padding-left: 8px
ol li {
  padding-left: 15p
@media (hover: hover) {
  .ql-syntax::-webkit-scrollbar {
```

```
height:
   cursor: grab;
  .ql-syntax::-webkit-scrollbar-thumb {
    background-color:
   border-radius:
   height:
  .ql-syntax::-webkit-scrollbar-track {
    background-color: transparent;
   border-radius:
  }
@media (hover: hover) {
  .custom-scrollbar::-webkit-scrollbar {
   scroll-behavior: smooth;
   height:
    cursor: grab;
  }
  .custom-scrollbar::-webkit-scrollbar-thumb {
   background-color:
   border-radius:
   height:
    cursor: grab;
  .custom-scrollbar::-webkit-scrollbar-track {
   background-color: transparent;
   border-radius:
  }
```

width:

The impact of Christian games and puzzles extends beyond personal enrichment. They can be used as effective outreach tools, helping to introduce individuals to faith in a non-threatening and engaging manner. By offering a blend of entertainment and education, these resources have the potential to reach a wider audience and facilitate discussions about faith in diverse settings.

In summary, Christian games and puzzles are invaluable resources that blend fun with faith, providing opportunities for spiritual growth, community building, and personal reflection. As they continue to evolve and adapt to new formats, they remain a testament to the creative ways in which faith can be woven into everyday life. Embracing these activities not only enhances one's spiritual journey but



also fosters a deeper connection with both scripture and fellow believers.

