

BallBurstSaga - App Summary

What it is

A 2D match-3 puzzle game built in Godot.

Players swap adjacent pieces to clear matches, score points, and reach a target before moves run out.

Who it is for

Casual puzzle players who enjoy match-3 style games.

What it does

- 8x8 grid of colored pieces; match 3+ to clear.
- Adjacent swap with selection feedback; swaps revert if no match.
- Scoring system with target score and move limit.
- Cascading clears with gravity and automatic refill.
- Hint button finds a valid swap.
- HUD shows score, moves, goal, and status messages.

How it works (repo evidence)

- Godot project with main scene set to 'Scenes/Main.tscn' in 'project.godot'.
- 'scripts/Main.gd' wires HUD labels/buttons to Board signals and hint action.
- 'scripts/Board.gd' runs the match-3 state machine, grid, swaps, matches, clears, gravity, refill, scoring.
- 'Scenes/Board.tscn' provides a Board node and Pieces layer; 'Scenes/Piece.tscn' + 'scripts/Piece.gd' draw pieces.
- 'Scenes/Ball.tscn' + 'scripts/Ball.gd' and an embedded Board script in 'Scenes/Main.tscn' set up textured balls.
- Data flow: mouse click -> Board selection/swap -> Board signals -> Main updates HUD.

How to run

- Not found in repo: explicit install/setup guide.
- Install Godot 4.5 (project.godot config features show 4.5).
- Open 'project.godot' in Godot.
- Run the main scene ('Scenes/Main.tscn').