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[Home](#) > [content](#) > 2D using Godot

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[2] [Gaming](#) [3]

This brings me to the GUI parts. I?m still not convinced that I understand how to properly layout stuff using Godot, but at least it looks ok now ? at the cost of some fixed element sizes and such. I need to spend some more time to really understand how the anchoring and stretching really works. I guess I have a hard time wrapping my head around it as

the approach is different from what I'm used to from Qt.

Looking at the rest of the code, I've tried to make all the other scenes (in Godot, everything is a scene) like independent elements. For instance, the card scene has a face, and an `is_flipped` state. It can also signal when it is being flipped and clicked. Notice that the click results in a signal that goes to the table scene, which decides if the card needs to be flipped or not.

The same goes for the GUI parts. They simply signal what was clicked and the table scene reacts. There are some variables too, e.g. the number of pairs setting in the main menu, and the points in the views where that is visible.

[4]

[Development OSS Gaming](#)

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- [2] <http://www.tuxmachines.org/taxonomy/term/72>
- [3] <http://www.tuxmachines.org/taxonomy/term/69>
- [4] <http://www.thelins.se/johan/blog/2019/10/2d-using-godot/>