**3D Zhed Game description**

The game is based on the puzzle game available in the Play store. Because the rules of is very similar to the original Zhed game, I will first describe the rules and of the original game and then my modifications.

Zhed is a puzzle game. The board is a rectangular board of some size (depans on the level). For example, the board can be 8X6 checkers. Every checker can be an empty checker, full, number or finish. The goal of the game is to make a full checker and a finish be in the same checker. Every number checker you can unfold to full checker in any direction of the four, and the numbers of full checkers to get unfolded is the number that is written on the number checker. When you unfold a number checker and there is a full (or a number) checker in its way, it skips the full checker, allowing it to get farther in the board.

Because on video worth a thousand words here a gameplay demonstration video of the game:

<https://www.youtube.com/watch?v=_M3n4qxXUCY&ab_channel=%D0%9C%26N%D0%9C%D0%B8%D1%85%D0%B0%D0%B9%D0%BB%D0%BE%D0%B2%D1%8B>

3D Zhed will have the same rules except that the board will be different. The board 3D shape with some kind of grid. For example, a ball grided like the globe. This will change the game to be on Spherical geometry rather than Euclidean geometry.

Ideas for kinds of board:

* Ball grided like the globe
* Tetrahedron when every face covered with triangles
* Truncated icosahedron (soccer ball)[[1]](#footnote-1)

1. Can’t change the size of it [↑](#footnote-ref-1)