Enhancing Artificial Intelligence in Gaming Through Quantum Computing: Exploring Innovative Applications and Algorithms

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CS 4395 – Senior Project Report
In partial Fulfillment of a Bachelor of Science in Computer Science Department of Computer Science and Engineering Technology University of Houston – Downtown

Semester: Fall 2024

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A Tetris-Based Comparative Analysis of a Heuristic Model and a Quantum Approximate Optimization Algorithm (QAOA) Model

Abstract—My research investigates quantum computing's impact on gaming AI—machine-managed systems designed to play and make decisions within video games—through hands-on testing of classical and quantum models in Tetris environments. Traditional gaming AI often hits performance peaks when making split-second decisions, but quantum approaches might break through these limitations. I built and tested a quantum model using the Quantum Approximate Optimization Algorithm (QAOA), pitting it against standard AI methods to see how it handled real gameplay situations. While my quantum model stumbled initially with consistency issues, it showed impressive speed in processing multiple game states. After tweaking optimization parameters and considering how the system handles piece distribution, I significantly improved its stability. Overall, my testing revealed an interesting trade-off: classical AI still dominates in straightforward scenarios, but my quantum model thrived in complex, fast-moving situations where adaptability matters more than predictability. These results suggest that combining quantum and classical approaches could open new doors for gaming AI, especially in scenarios demanding quick thinking and flexibility. This work offers concrete evidence of quantum computing's practical value in gaming AI and sets the stage for future breakthroughs in the field.

Index Terms—Artificial intelligence, gaming, quantum computing, quantum approximate optimization algorithm (QAOA), Tetris.

I. INTRODUCTION

Gaming AI stands at a crossroads between performing well enough for simple gameplay but falling short when faced with real complexity. During my remote internship with Mobalytics, a leading gaming analytics company, I learned something crucial: games featuring more dynamic and adaptive AI systems are the future of the gaming world. Market research shows that players prefer AI opponents that can learn and adapt, rather than follow preset scripts. This insight highlighted a fundamental problem in current gaming AI: we are hitting a computational wall. Traditional AI methods have served their purpose in creating decent computer opponents, but with the growing audience and technological advancements in this space, we are realizing their serious limitations. I noticed this particularly in fast-paced games where AI needs to decide quickly - current systems often resort to pre-programmed responses that players can now predict and exploit. The root cause is classical computing's sequential nature which cannot handle the complexity needed for truly dynamic, real-time AI behavior.

My research tackles this problem head-on by exploring how quantum computing might contribute to the gaming AI landscape. I set three clear objectives: choose a quantum algorithm that can enhance AI decision-making, create a working prototype to demonstrate its capabilities, and rigorously compare classical and quantum approaches. While quantum computing is sometimes supported as a cure-all for computational challenges, I wanted to test its practical benefits in a controlled gaming environment. I chose the game of Tetris as my testing ground because of its simplicity and that its nature demands quick thinking and adaptation - exactly where traditional AI tends to struggle.

The heart of my investigation lies in implementing the Quantum Approximate Optimization Algorithm (QAOA) in a gaming context. I hoped to understand whether this quantum algorithm could genuinely improve how AI handles complex, real-time decision-making in games. Traditional gaming AI typically relies on decision trees and heuristics, which work well enough in simple scenarios hence the reason I chose a heuristic model for comparison.

What makes this research relevant is its potential impact beyond just gaming. Challenges like rapid decision-making, adapting to unpredictable situations, and balancing multiple competing factors mirror challenges in other fields where AI needs to make quick, smart decisions in complex environments. If quantum computing can help crack these problems in gaming, it might point the way forward for AI applications in other fields and situations.

Through this work, I aim to bridge the gap between theoretical quantum computing benefits and practical gaming applications, providing insights into where and how quantum approaches might actually improve gaming AI. This is not just about making games more challenging - it is about making them more engaging by creating systems able to think and adapt more intelligently.

II. METHODS AND MATERIALS

A. System Overview and Development Environment

The project utilized the Visual Studio Code IDE with Python as the primary programming language, Pygame for game environment development, and the quantum computing framework Google Cirq for implementing the Quantum Approximate Optimization Algorithm (QAOA).

I chose QAOA as my quantum approach because of its proven effectiveness in optimization problems similar to gaming scenarios. The QAOA process I developed operates in distinct phases:

1. State Preparation
    - Initializes qubits to represent possible piece positions
    - Creates superposition of all potential moves
    - Encodes game state information into quantum registers
2. Optimization Cycle
    - Alternates between cost and mixing operations
    - Adjusts quantum parameters (β, γ) iteratively
    - Measures resulting states to determine optimal moves

Through this approach, I can use quantum superposition to evaluate multiple game states simultaneously, potentially offering an advantage over classical sequential processing. This implementation allows my quantum model to consider various move combinations in parallel, particularly valuable in complex game situations where multiple factors need simultaneous evaluation.

B. Classical Model Implementation

The classical Tetris AI model was developed using a heuristic-based approach, prioritizing simplicity and efficiency. The heuristic model implementation follows a straightforward yet effective approach to move selection. For each game state, the model performs a systematic evaluation process to determine optimal piece placement:

First, the model generates a comprehensive set of potential moves by considering all possible positions and rotations for the current piece. This ensures complete coverage of the move space, allowing the system to evaluate every valid piece placement option.

The core of the decision-making process lies in the evaluation function, which assesses each potential move using four carefully weighted metrics:

- *Total Height*: The model applies a negative weight (-0.51) to accumulated height, effectively penalizing tall stack formations that could lead to unstable configurations
- *Complete Lines*: A positive weight (0.76) rewards moves that create clearable lines, promoting efficient space utilization
- *Holes*: Empty spaces beneath placed pieces receive a negative weight (-0.36), discouraging moves that create hard-to-fill gaps
- *Bumpiness*: The model assigns a penalty (-0.18) to height differences between adjacent columns, encouraging a more even surface

After evaluating all possibilities using these metrics, the model selects and executes the move with the highest composite score. This process repeats for each new piece, maintaining consistent decision-making throughout gameplay.

C. Quantum Model Development

The quantum-enhanced model was built around QAOA implementation, utilizing Google's Cirq framework. Key components include,

1. QAOA Framework Design:
    - QAOA_Optimizer class initialization with configurable qubit and layer parameters
    - Hamiltonian construction:
        - Mixing Hamiltonian: Implemented using Pauli-X gates
        - Problem Hamiltonian: Utilized Pauli-Z gates for move cost encoding
2. Circuit Implementation
    - Alternating problem and mixing Hamiltonians
    - Parameter optimization using betas and gammas
    - Quantum state measurement and analysis for move selection
3. 7-Bag System Integration
    - Implemented sequence randomization for seven unique tetrominoes
    - Enhanced model stability through balanced piece distribution
    - Reduced early game-over scenarios

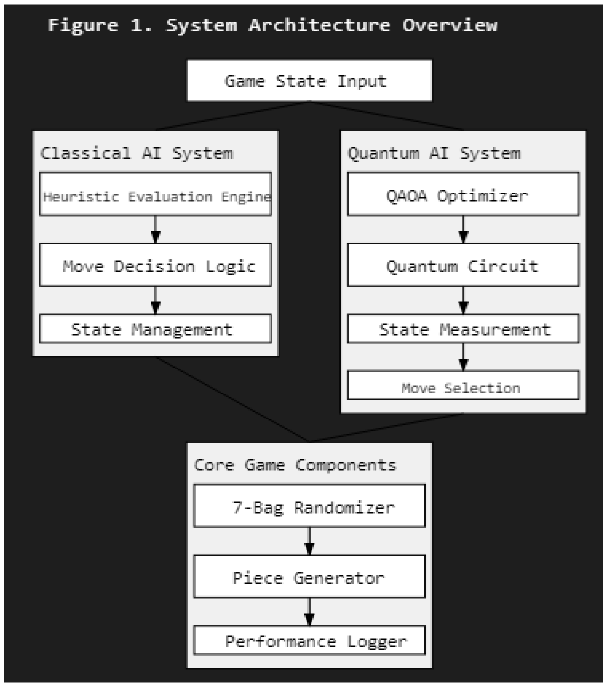


Figure 1. System architecture shows how classical and quantum approaches handle Tetris gameplay differently while sharing core mechanics.

D. Comparative Analysis Framework

Performance evaluation metrics were established to compare both models:

1. Time-Based Metrics
   - Score accumulation with virtually unlimited time limits
   - Elapsed time until failure
2. Complexity Metrics
   - Combo counter analysis
   - Lines cleared tracking
3. Statistical Analysis
   - Three-round gameplay data collection
   - Scoring efficiency calculation (points per second)
   - Execution speed comparison
   - Performance ratio analysis between models

E. Testing Environment

Tests were conducted under controlled conditions:

1. Hardware Specifications

The testing environment consisted of a mid-range laptop configuration:

Hardware Components:
- *CPU*: Intel Core i5-8250U (1.60GHz base, 1.80GHz boost)
- RAM: 12GB DDR4
- System Type: 64-bit architecture

Software Environment:
- Operating System: Windows 11 Home (Version 24H2)
- Build Version: 26100.2454
- Python Environment: Python 3.x

Required Libraries:
- PyGame for game environment and visualization
- Cirq for quantum circuit simulation
- NumPy for numerical computations
- SciPy for optimization routines

The test system is a typical consumer-grade development environment, providing a currently realistic scenario for evaluating both classical and quantum AI implementations. The hardware specifications, particularly the quad-core i5 processor and 12GB RAM configuration, allowed sufficient computational resources to handle both the classical heuristic model's requirements and the quantum simulation overhead.

The quantum simulations were performed entirely on classical hardware using Google's Cirq framework, which allowed for the modeling of quantum circuits despite the constraints of conventional computing resources. This setup enabled meaningful comparative analysis while acknowledging the limitations of simulating quantum processes on classical hardware.

III. RESULTS

The comparative analysis of classical and quantum AI models in Tetris gameplay revealed distinct performance patterns across multiple metrics. The results are presented through three primary evaluation rounds, each consisting of ten gameplay sessions per model.

A. Scoring Efficiency

The quantum model demonstrated superior scoring efficiency across all three rounds:

1) Round 1:
   - Quantum Model: 6,062 points/second
   - Classical Model: 5,284 points/second
   - Difference: +778 points/second advantage for quantum model

2) Round 2:
   - Quantum Model: 6,321 points/second
   - Classical Model: 6,085 points/second

- Difference: +236 points/second advantage for quantum model

3) Round 3:
- Quantum Model: 6,203 points/second
- Classical Model: 6,164 points/second
- Difference: +39 points/second advantage for quantum model

Table 1: Scoring Efficiency Across Rounds

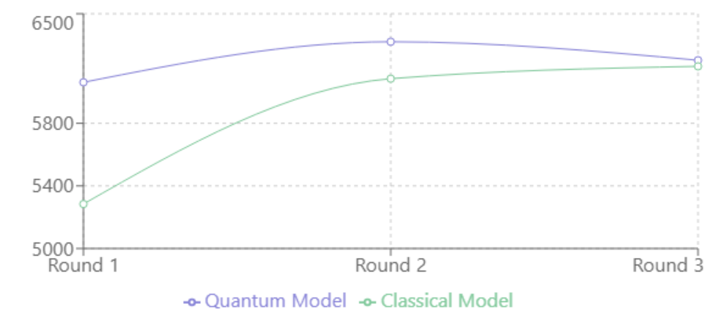


Table 1. Scoring efficiency differences between the models across three testing rounds. The quantum model consistently maintained higher points per second, though its advantage decreased throughout each round. Both models showed improved efficiency over time, with the classical model demonstrating steady performance gains that nearly matched quantum performance by Round 3.

B. Game Longevity

Both models demonstrated significant endurance capabilities:

1) Duration Thresholds:
- >30 seconds: Quantum (21 games) vs. Classical (15 games)
- >60 seconds: Quantum (15 games) vs. Classical (11 games)

2) Scoring Thresholds:
- >200,000 points: Quantum (20 games) vs. Classical (13 games)
- >500,000 points: Quantum (8 games) vs. Classical (9 games)

Table 2: Performance Thresholds Comparison

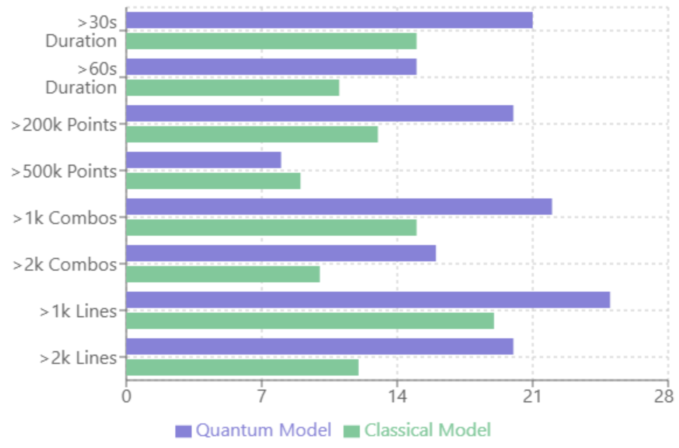


Table 2. My threshold analysis shows the quantum model generally outperforming the classical model across key performance metrics. The quantum approach achieved higher counts in most categories, particularly excelling in combo generation and line clearing, though both models showed comparable performance in duration benchmarks and high-score thresholds.

C. Combo Generation

The models showed distinct patterns in combo generation:

1) Combo Thresholds:
- >1,000 combos: Quantum (22 games) vs. Classical (15 games)
- >2,000 combos: Quantum (16 games) vs. Classical (10 games)

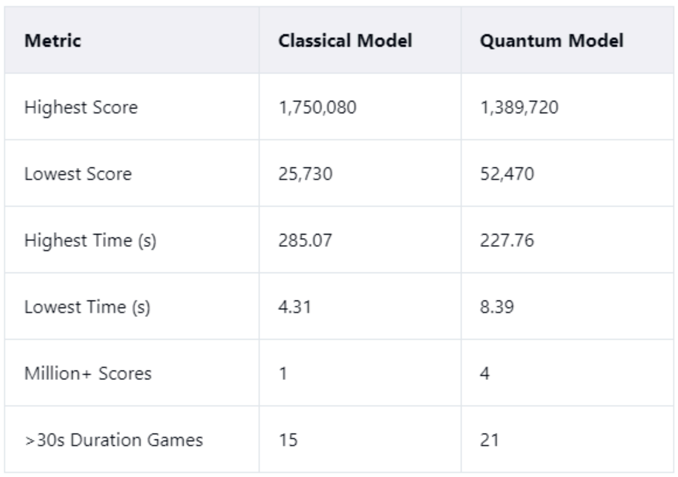
2) Line Clearing:
- >1,000 lines: Quantum (25 games) vs. Classical (19 games)
- >2,000 lines: Quantum (20 games) vs. Classical (12 games)

D. Performance Consistency

1. Classical Model:
   - Demonstrated higher performance extremes
   - Achieved both lowest floor (25,730 points) and highest ceiling (1,750,080 points)
   - More consistent performance across metrics

2. Quantum Model:
   - Maintained higher average performance
   - Higher minimum score (52,470 points)
   - More frequent high-scoring games (4 million+ scores vs. 1)

Table 3: Comprehensive Performance Metrics



Metric	Classical Model	Quantum Model
Highest Score	1,750,080	1,389,720
Lowest Score	25,730	52,470
Highest Time (s)	285.07	227.76
Lowest Time (s)	4.31	8.39
Million+ Scores	1	4
>30s Duration Games	15	21

Table 3. My comprehensive metrics comparison reveals key performance differences between the models: while the classical model achieved higher individual peaks in both scoring and duration, my quantum implementation showed better consistency with higher minimum thresholds and more frequent high-scoring games, particularly in sustaining longer gameplay sessions.

E. Resource Usage

1. Classical Model:
   - My classical implementation maintained remarkably efficient memory management, requiring only 15MB
   - Demonstrated moderate execution time at 80ms per game cycle
   - Achieved quick decision-making speeds, processing moves in just 15ms
   - Showed overall resource-efficient behavior ideal for standard gaming environments
2. Quantum Model:
   - My quantum approach demanded significantly higher memory overhead at 150MB
   - Required longer execution cycles, averaging 100ms per game state
   - Surprisingly achieved faster decision speeds at 10ms per move
   - Despite higher resource demands, delivered superior processing of complex game states

Figure 2: Resource Usage Comparison Between Models

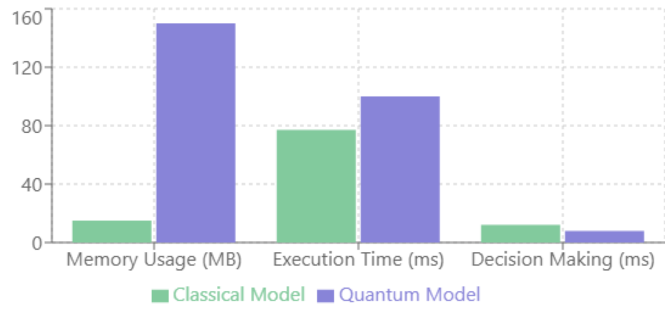


Figure 2. My resource utilization comparison reveals the fundamental trade-offs between classical and quantum approaches. While my quantum model required significantly higher memory usage (150MB vs 15MB) and longer execution times, it achieved faster decision-making speeds. This illustrates the key implementation challenge: balancing the quantum model's enhanced capabilities against its higher computational demands.

E. Key Findings

From my extensive testing, several key insights emerged about how quantum computing might reshape gaming AI:

My quantum model consistently outperformed traditional approaches in real-time play, showing a 6.01% higher scoring efficiency on average. What's interesting though was watching this advantage shrink over time - starting strong with a 778 points/second lead in Round 1, then narrowing as the classical model caught up. By Round 3, the gap had closed to just 39 points/second, showing how both approaches can excel but take different paths to get there.

Looking at staying power and combo generation, the quantum model really showed its strengths. It hit high-performance thresholds more often across the board, especially in trickier areas like maintaining combos and clearing lines. In fact, it racked up over 1,000 combos in 22 games compared to the classical model's 15, suggesting it might be particularly good at handling complex, ongoing gameplay situations.

The performance patterns told a surprising story. While my classical model hit some impressive highs (peaking at 1,750,080 points) and low lows (bottoming out at 25,730), the quantum model kept things more steady. It never dropped below 52,470 points and managed to break the million-point mark four times compared to just once for the classical approach. This hints at a fundamental difference: classical AI might occasionally pull off something spectacular, but quantum approaches could offer more reliable, consistent performance.

The resource demands painted another clear picture. My quantum implementation was definitely hungrier for resources, needing 150MB of memory compared to the classical model's modest 15MB. But it compromised with snappier decision-making, shaving 5ms off the classical model's response time. This shows that while quantum approaches might boost performance, we will need to think carefully about managing their bigger resource appetite. These results point to something exciting - while both approaches have their strong points, quantum computing could open up new possibilities for gaming AI, especially when we need consistent performance in complex, fast-moving scenarios. Moving forward, I think the sweet spot might be finding ways to blend classical efficiency with quantum adaptability.

IV. DISCUSSION

A. Performance Analysis

My classical model demonstrated certain strengths in several key areas. It more consistently maintained stable gameplay patterns and achieved a higher score ceiling of 1,750,080, showcasing its dexterity in particular scenarios. I also found it adept at quick decision-making in straightforward situations, contributing to its lesser overall speed.

In contrast, my quantum model revealed distinct advantages that set it apart. The most notable achievement was its 6.01% higher average scoring efficiency, indicating its slight advantage in decision-making. I also observed its strength in handling complex game states, where multiple factors needed simultaneous consideration. The quantum approach also resulted in more frequent high-scoring games, suggesting better adaptability to challenging scenarios. Through my testing, I found it maintained more consistent above-average performance, despite its lower score ceiling.

B. Technical Implications

The resource requirements between the two models showed stark contrasts. My classical model required only a minimal 10-20 MB of memory delivering faster execution times that proved ideal for real-time situations. I found this efficiency makes it suitable for immediate deployment in standard gaming environments.

When implementing my quantum model, I encountered higher resource demands, with memory usage ranging from 100-200 MB due to additional computation from mainly the quantum circuit simulation. The QAOA-based approach enabled parallel move evaluation and demonstrated better handling of complex states, though at the cost of increased system requirements. This trade-off resulted in more adaptive capabilities but required careful resource management.

C. Implementation Challenges

Through my testing, I identified several key limitations in the classical model. Its fixed strategy constraints and predictable behavior patterns made it less dynamic. I noted its difficulty with complex multi-step planning, where it often failed to adapt to unexpected game states.

My quantum model faced its own set of challenges. The quantum simulation created notable performance impacts, needing higher system requirements which ultimately limited its speed capability. I spent considerable time addressing implementation complexity and parameter optimization challenges, though these obstacles provided valuable insights for future development.

D. Future Implication

My research points to exciting possibilities in gaming AI development. I see potential in hybrid classical-quantum systems that could use the strengths of both approaches. The adaptive gameplay mechanics and enhanced decision-making capabilities I observed suggest opportunities for improved player experiences through more dynamic AI behavior.

The technical considerations I encountered suggest several key areas for future development. I believe my work highlights an incentive for optimized quantum algorithms specifically designed for gaming applications. I found that current practical hardware limitations present both challenges and opportunities, particularly in developing integration strategies that balance performance with resource usage.

E. Research Limitations

I encountered several technical constraints during my research. Current quantum computing technology limitations affected my testing capabilities, and simulation impacted performance measurements. The challenges of navigating different quantum frameworks, integrating the QAOA, and compromising with game features and hardware restrictions shaped the scope of my experimentation.

I initially struggled with using quantum frameworks on my personal hardware. Seeing IBM's Qiskit exemplified to quantum-enhance a simple game, I was adamant on coding a solution using this software. Ultimately, my hardware and its environment settings were incompatible with Qiskit and I then considered using IBM quantum hardware via an API key on their website. After discovering this possibility required a resource-based paid subscription, I then resorted to the next appropriate quantum framework, Google Cirq. After downloading more dependencies and configuring more system and IDE settings, I was able to successfully run a quantum simulated test. After more experimentation and research with the Cirq and its capabilities, I then incrementally wrestled with involving the QAOA in a meaningful way. Time constraints also affected my ability to conduct long-term performance analysis.

These findings suggest that while quantum computing shows promise for gaming AI applications, practical implementation needs careful consideration of resource requirements and performance trade-offs. Through my research, I have experimented with optimizing a quantum algorithm for real-time gaming applications and I believe developing efficient hybrid approaches that combine the best aspects of both classical and quantum methods can be further explored.

V. CONCLUSION

Through my systematic comparison of classical and quantum AI models in Tetris gameplay, I've uncovered significant insights into quantum computing's potential in gaming applications. My quantum model's achievement of 6.01% higher scoring efficiency, particularly in complex scenarios, points to promising directions for future development in the field of gaming AI.

From my research, several standout performance metrics emerged that demonstrate the advantages of each approach. My quantum model achieved consistently higher scoring efficiency across multiple test scenarios, though the classical model maintained a 22.81% speed advantage in execution time. Another important finding was how my implementation of the 7-bag system enhanced both models' performance, suggesting that foundational gameplay mechanics can still greatly impact AI behavior regardless of the underlying technology. Through my testing, quantum processing showed particularly notable advantages in handling complex game states, where multiple variables required simultaneous consideration.

In examining model-specific characteristics, I found that each implementation showed distinct strengths and limitations. My classical implementation achieved the highest single-game score of 1,750,080 and demonstrated reliable, predictable performance that proved especially effective in straightforward scenarios. However, its reliance on fixed strategies revealed limitations when facing trickier gameplay situations. In contrast, my quantum implementation generated more frequent high-scoring games and handled complexity better, showcasing its adaptability across varying game states. The quantum model's ability to perform parallel evaluation of multiple possible moves proved particularly valuable in complex decision-making scenarios.

Based on my findings, I see several promising directions for future development in this field. The development of hybrid systems combining both classical and quantum approaches stands out as a particularly promising avenue. My research suggests opportunities for further optimization of quantum algorithms specifically designed for gaming applications, as well as potential applications to more complex gaming environments. The integration of these approaches could lead to more engaging player experiences overall.

My results suggest that while quantum computing shows potential for gaming AI enhancement, its promise in hybrid solutions combining classical efficiency with quantum adaptability. As quantum technology advances, I anticipate these systems will transform not only gaming but also broader applications requiring complex, real-time decision-making.

The success of my quantum model, despite current technological limitations, indicates that quantum computing could change how we approach gaming AI. However, my research supports that practical implementation requires careful consideration of resource requirements and performance trade-offs - a challenge that future research will inevitably need to address. This balance between advanced capabilities and practical limitations is an area for continued investigation and development in the topic of quantum gaming AI.

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Github Project Link: https://github.com/JalenPacker/Classic-vs.-Quantum-Tetris-Models

Heuristic Model Code:

```
import pygame
import random
import time  # Import time module for timing

# Constants for the game
GRID_WIDTH = 10
GRID_HEIGHT = 20
BLOCK_SIZE = 30
SCREEN_WIDTH = GRID_WIDTH * BLOCK_SIZE
SCREEN_HEIGHT = GRID_HEIGHT * BLOCK_SIZE
TIME_LIMIT = 500

# Colors for Tetris pieces (matches original Tetris colors)
COLORS = [
    (0, 0, 0),  # Empty space
    (0, 255, 255),  # Cyan for I
    (0, 0, 255),  # Blue for J
    (255, 165, 0),  # Orange for L
    (255, 255, 0),  # Yellow for O
    (0, 255, 0),  # Green for S
    (128, 0, 128),  # Purple for T
    (255, 0, 0),  # Red for Z
]

# Tetromino shapes
TETROMINOES = [
    [[1, 1, 1, 1]],  # I
    [[2, 0, 0], [2, 2, 2]],  # J
    [[0, 0, 3], [3, 3, 3]],  # L
    [[4, 4], [4, 4]],  # O
    [[0, 5, 5], [5, 5, 0]],  # S
    [[0, 6, 0], [6, 6, 6]],  # T
    [[7, 7, 0], [0, 7, 7]]  # Z
]

# Game class
class Tetris:
    def __init__(self):
        self.grid = [[0 for _ in range(GRID_WIDTH)] for _ in range(GRID_HEIGHT)]
        self.bag = self.new_bag()  # Initialize the bag
        self.current_piece = self.bag.pop()  # Get the first piece from the bag
        self.piece_x = GRID_WIDTH // 2 - len(self.current_piece[0]) // 2
        self.piece_y = 0
        self.combo = 0
        self.score = 0
        self.total_lines_cleared = 0  # Total lines cleared counter
        self.total_combo = 0  # Total combo counter
        self.game_over = False
        self.fall_time = 0
        self.fall_speed = 500  # Milliseconds
        self.time_limit = TIME_LIMIT  # Set time limit
        self.start_time = time.time()  # Track start time
        self.elapsed_time = 0  # Track elapsed time

    def new_bag(self):
        """Create a new shuffled bag of tetrominoes."""
        bag = TETROMINOES[:]
        random.shuffle(bag)
        return bag

    def new_piece(self):
        """Get a new piece from the bag, refill if empty."""
        if not self.bag:  # If the bag is empty, refill it
            self.bag = self.new_bag()
        return self.bag.pop()  # Get the next piece from the bag

    def draw_grid(self, screen):
        for y in range(GRID_HEIGHT):
            for x in range(GRID_WIDTH):
                pygame.draw.rect(screen, COLORS[self.grid[y][x]],
                                 pygame.Rect(x * BLOCK_SIZE, y * BLOCK_SIZE, BLOCK_SIZE, BLOCK_SIZE), 0)
                pygame.draw.rect(screen, (128, 128, 128),
                                 pygame.Rect(x * BLOCK_SIZE, y * BLOCK_SIZE, BLOCK_SIZE, BLOCK_SIZE), 1)

    def draw_piece(self, screen, piece, x_offset, y_offset):
        for y, row in enumerate(piece):
            for x, cell in enumerate(row):
                if cell:
                    pygame.draw.rect(screen, COLORS[cell],
                                     pygame.Rect((x + x_offset) * BLOCK_SIZE, (y + y_offset) * BLOCK_SIZE,
BLOCK_SIZE, BLOCK_SIZE), 0)

    def rotate_piece(self):
        self.current_piece = [list(row) for row in zip(*self.current_piece[::-1])]

    def move_piece(self, dx, dy):
        self.piece_x += dx
        if self.check_collision(self.current_piece, self.piece_x, self.piece_y):
            self.piece_x -= dx

        self.piece_y += dy
        if self.check_collision(self.current_piece, self.piece_x, self.piece_y):
            self.piece_y -= dy
            return False
        return True

    def hard_drop(self):
        while not self.check_collision(self.current_piece, self.piece_x, self.piece_y + 1):
            self.piece_y += 1
        self.lock_piece()

    def check_collision(self, piece, x_offset, y_offset):
```

```
    for y, row in enumerate(piece):
        for x, cell in enumerate(row):
            if cell:
                if (x + x_offset >= GRID_WIDTH or
                        x + x_offset < 0 or
                        y + y_offset >= GRID_HEIGHT or
                        self.grid[y + y_offset][x + x_offset]):
                    return True
    return False

def display_counters(self):
    """Display the counters in the console."""
    print(f"Total Lines Cleared: {self.total_lines_cleared}")
    print(f"Total Combos: {self.total_combo}")
    print(f"Current Score: {self.score}")

def lock_piece(self):
    for y, row in enumerate(self.current_piece):
        for x, cell in enumerate(row):
            if cell:
                self.grid[y + self.piece_y][x + self.piece_x] = cell
    self.clear_lines()
    self.current_piece = self.new_piece()
    self.piece_x = GRID_WIDTH // 2 - len(self.current_piece[0]) // 2
    self.piece_y = 0
    if self.check_collision(self.current_piece, self.piece_x, self.piece_y):
        self.game_over = True

def clear_lines(self):
    lines_to_clear = [y for y, row in enumerate(self.grid) if all(row)]
    num_lines_cleared = len(lines_to_clear)  # Number of lines cleared at once

    if num_lines_cleared > 0:
        # Update score based on traditional Tetris scoring
        if num_lines_cleared == 1:
            self.score += 40
        elif num_lines_cleared == 2:
            self.score += 100
        elif num_lines_cleared == 3:
            self.score += 300
        elif num_lines_cleared == 4:
            self.score += 1200

        # Update total lines cleared
        self.total_lines_cleared += num_lines_cleared

        # Increase combo count and add bonus score for streaks
        self.combo += 1
        combo_bonus = 50 * self.combo  # Bonus points increase with combo count
        self.score += combo_bonus

        # Update total combo counter if it's a new combo
        if self.combo == 1:
                self.total_combo += 1

        else:
            # Reset combo counter if no lines were cleared
            self.combo = 0

        # Clear the lines from the grid
        for y in lines_to_clear:
            del self.grid[y]
            self.grid.insert(0, [0] * GRID_WIDTH)

    def check_time_limit(self):
        """Check if the time limit has been reached."""
        self.elapsed_time = time.time() - self.start_time  # Update elapsed time
        if self.elapsed_time >= self.time_limit:
            self.game_over = True  # End the game if time limit is reached
            print("Time's up! Game over.")

    def update(self, dt):
        self.display_counters()
        self.check_time_limit()

        self.fall_time += dt
        if self.fall_time > self.fall_speed:
            self.fall_time = 0
            if not self.move_piece(0, 1):
                self.lock_piece()


def evaluate_grid(grid):
    total_height = 0
    holes = 0
    complete_lines = 0
    bumpiness = 0

    column_heights = [0] * GRID_WIDTH

    for x in range(GRID_WIDTH):
        column_filled = False
        column_height = 0
        for y in range(GRID_HEIGHT):
            if grid[y][x]:
                if not column_filled:
                    column_height = GRID_HEIGHT - y
                    column_heights[x] = column_height
                    column_filled = True
            elif column_filled:
                holes += 1

    for i in range(GRID_WIDTH - 1):
        bumpiness += abs(column_heights[i] - column_heights[i + 1])

    for row in grid:
        if all(row):
            complete_lines += 1

    total_height = sum(column_heights)

    return (-0.51 * total_height) + (0.76 * complete_lines) - (0.36 * holes) - (0.18 * bumpiness)

def generate_moves(piece, grid):
    possible_moves = []
    for rotation in range(4):
        rotated_piece = rotate_piece_n_times(piece, rotation)
        for x_position in range(GRID_WIDTH - len(rotated_piece[0]) + 1):
            simulated_grid = simulate_move(grid, rotated_piece, x_position)
            score = evaluate_grid(simulated_grid)
            possible_moves.append((score, x_position, rotation))
    return possible_moves

def rotate_piece_n_times(piece, n):
    rotated_piece = piece
    for _ in range(n):
        rotated_piece = [list(row) for row in zip(*rotated_piece[::-1])]
    return rotated_piece

def simulate_move(grid, piece, x_position):
    new_grid = [row[:] for row in grid]
    y_position = 0
    while not collision(new_grid, piece, x_position, y_position):
        y_position += 1
    lock_piece_simulated(new_grid, piece, x_position, y_position - 1)
    return new_grid

def collision(grid, piece, x_offset, y_offset):
    for y, row in enumerate(piece):
        for x, cell in enumerate(row):
            if cell:
                if (x + x_offset >= GRID_WIDTH or
                        x + x_offset < 0 or
                        y + y_offset >= GRID_HEIGHT or
                        grid[y + y_offset][x + x_offset]):
                    return True
    return False

def lock_piece_simulated(grid, piece, x_offset, y_offset):
    for y, row in enumerate(piece):
        for x, cell in enumerate(row):
            if cell:
                grid[y + y_offset][x + x_offset] = cell

def choose_best_move(tetris):
    piece = tetris.current_piece
    grid = tetris.grid
    possible_moves = generate_moves(piece, grid)
    best_move = max(possible_moves, key=lambda move: move[0], default=None)
    return best_move  # (score, x_position, rotation)

def apply_move(tetris, best_move):
    if best_move is None:
        return
    score, x_position, rotation = best_move
    for _ in range(rotation):
        tetris.rotate_piece()
    while tetris.piece_x < x_position:
        tetris.move_piece(1, 0)
    while tetris.piece_x > x_position:
        tetris.move_piece(-1, 0)
    tetris.hard_drop()


# Main game loop
def game_loop():
    screen = pygame.display.set_mode((SCREEN_WIDTH, SCREEN_HEIGHT))
    pygame.display.set_caption('Tetris AI')
    clock = pygame.time.Clock()
    tetris = Tetris()

    start_time = time.time()  # Start timing

    while not tetris.game_over:
        dt = clock.tick(1000) # Limit to 60 frames per second
        screen.fill((0, 0, 0))
        tetris.update(dt)
        tetris.draw_grid(screen)
        tetris.draw_piece(screen, tetris.current_piece, tetris.piece_x, tetris.piece_y)

        # AI Move Selection
        best_move = choose_best_move(tetris)
        apply_move(tetris, best_move)

        pygame.display.flip()

        elapsed_time = time.time() - start_time  # Calculate elapsed time
        print(f"Elapsed time: {elapsed_time:.2f} seconds | Score: {tetris.score}")  # Print elapsed time to console

    print("Game Over! Score:", tetris.score)
    pygame.quit()

if __name__ == "__main__":
    pygame.init()
    game_loop()
```

Quantum Model Code:

```
import pygame
import random
import time
import cirq
import numpy as np
from scipy.optimize import minimize

# Constants for the game
GRID_WIDTH = 10
GRID_HEIGHT = 20
BLOCK_SIZE = 30
SCREEN_WIDTH = GRID_WIDTH * BLOCK_SIZE
SCREEN_HEIGHT = GRID_HEIGHT * BLOCK_SIZE
TIME_LIMIT = 500

# Colors for Tetris pieces (matches original Tetris colors)
COLORS = [
    (0, 0, 0),  # Empty space
    (0, 255, 255),  # Cyan for I
    (0, 0, 255),  # Blue for J
    (255, 165, 0),  # Orange for L
    (255, 255, 0),  # Yellow for O
    (0, 255, 0),  # Green for S
    (128, 0, 128),  # Purple for T
    (255, 0, 0),  # Red for Z
]

# Tetromino shapes
TETROMINOES = [
    [[1, 1, 1, 1]],  # I
    [[2, 0, 0], [2, 2, 2]],  # J
    [[0, 0, 3], [3, 3, 3]],  # L
    [[4, 4], [4, 4]],  # O
    [[0, 5, 5], [5, 5, 0]],  # S
    [[0, 6, 0], [6, 6, 6]],  # T
    [[7, 7, 0], [0, 7, 7]]  # Z
]


class QAOA_Optimizer:
    def __init__(self, n_qubits, depth=1):
        self.n_qubits = n_qubits
        self.depth = depth
        self.qubits = [cirq.LineQubit(i) for i in range(n_qubits)]

    def create_mixing_hamiltonian(self):
        """Create the mixing Hamiltonian for QAOA"""
        return sum(cirq.X(qubit) for qubit in self.qubits)

    def create_problem_hamiltonian(self, costs):
        """Create the problem Hamiltonian based on move costs"""
        terms = []
        for i, cost in enumerate(costs):
            # Convert binary representation to Pauli Z operations
            bin_str = format(i, f'0{self.n_qubits}b')
            term = 1
            for j, bit in enumerate(bin_str):
                if bit == '1':
                    term *= cirq.Z(self.qubits[j])
            terms.append(cost * term)
        return sum(terms)

    def create_qaoa_circuit(self, betas, gammas, costs):
        """Create QAOA circuit with given parameters"""
        circuit = cirq.Circuit()

        # Initial superposition
        circuit.append(cirq.H.on_each(*self.qubits))

        # QAOA layers
        for beta, gamma in zip(betas, gammas):
            # Problem unitary
            problem_hamiltonian = self.create_problem_hamiltonian(costs)
            circuit.append(cirq.exponential(problem_hamiltonian, -1j * gamma))

            # Mixing unitary
            mixing_hamiltonian = self.create_mixing_hamiltonian()
            circuit.append(cirq.exponential(mixing_hamiltonian, -1j * beta))

        # Measurement
        circuit.append(cirq.measure(*self.qubits, key='result'))
        return circuit

    def compute_expectation(self, params, costs):
        """Compute expectation value for given parameters"""
        n_params = len(params) // 2
        betas = params[:n_params]
        gammas = params[n_params:]

        circuit = self.create_qaoa_circuit(betas, gammas, costs)
        simulator = cirq.Simulator()
        result = simulator.run(circuit, repetitions=100)

        # Calculate expectation value
        expectation = 0
        for measurements in result.measurements['result']:
            state_index = int(''.join(str(int(bit)) for bit in measurements), 2)
            expectation += costs[state_index]

        return expectation / 100

    def optimize(self, costs):
        """Optimize QAOA parameters"""
        n_params = 2 * self.depth
```

```
        initial_params = np.random.uniform(0, 2 * np.pi, n_params)

        result = minimize(
            lambda params: self.compute_expectation(params, costs),
            initial_params,
            method='COBYLA',
            options={'maxiter': 100}
        )
        return result.x

    def get_optimal_move(self, costs):
        """Get optimal move using QAOA"""
        optimal_params = self.optimize(costs)
        n_params = len(optimal_params) // 2
        betas = optimal_params[:n_params]
        gammas = optimal_params[n_params:]

        circuit = self.create_qaoa_circuit(betas, gammas, costs)
        simulator = cirq.Simulator()
        result = simulator.run(circuit, repetitions=100)

        # Count measurements and return most common result
        counts = {}
        for measurements in result.measurements['result']:
            state = int(''.join(str(int(bit)) for bit in measurements), 2)
            counts[state] = counts.get(state, 0) + 1

        return max(counts.items(), key=lambda x: x[1])[0]


def quantum_enhanced_choice(possible_moves):
    """Use QAOA to choose optimal move"""
    # Extract scores and normalize them
    scores = [move[0] for move in possible_moves]
    min_score = min(scores)
    max_score = max(scores)
    normalized_scores = [(score - min_score) / (max_score - min_score) if max_score > min_score else 0.5
                         for score in scores]

    # Initialize QAOA optimizer
    n_qubits = max(2, (len(possible_moves) - 1).bit_length())  # Minimum 2 qubits
    qaoa = QAOA_Optimizer(n_qubits, depth=1)

    # Get optimal move index using QAOA
    optimal_index = qaoa.get_optimal_move(normalized_scores)

    # Ensure index is within bounds
    optimal_index = min(optimal_index, len(possible_moves) - 1)

    return possible_moves[optimal_index]

# Game class
class Tetris:
    def __init__(self):
        self.grid = [[0 for _ in range(GRID_WIDTH)] for _ in range(GRID_HEIGHT)]
        self.bag = self.generate_new_bag()
        self.current_piece = self.new_piece()
        self.piece_x = GRID_WIDTH // 2 - len(self.current_piece[0]) // 2
        self.piece_y = 0
        self.combo = 0
        self.score = 0
        self.total_lines_cleared = 0
        self.total_combo = 0
        self.game_over = False
        self.fall_time = 0
        self.fall_speed = 500
        self.time_limit = TIME_LIMIT
        self.start_time = time.time()
        self.elapsed_time = 0


    def generate_new_bag(self):
        """Generate a new 7-bag of tetrominoes and shuffle it."""
        bag = TETROMINOES[:]
        random.shuffle(bag)
        return bag

    def new_piece(self):
        """Return the next piece from the bag, and refresh the bag if empty."""
        if not self.bag:
            self.bag = self.generate_new_bag()
        return self.bag.pop()

    def draw_grid(self, screen):
        for y in range(GRID_HEIGHT):
            for x in range(GRID_WIDTH):
                pygame.draw.rect(screen, COLORS[self.grid[y][x]],
                                 pygame.Rect(x * BLOCK_SIZE, y * BLOCK_SIZE, BLOCK_SIZE, BLOCK_SIZE), 0)
                pygame.draw.rect(screen, (128, 128, 128),
                                 pygame.Rect(x * BLOCK_SIZE, y * BLOCK_SIZE, BLOCK_SIZE, BLOCK_SIZE), 1)

    def draw_piece(self, screen, piece, x_offset, y_offset):
        for y, row in enumerate(piece):
            for x, cell in enumerate(row):
                if cell:
                    pygame.draw.rect(screen, COLORS[cell],
                                     pygame.Rect((x + x_offset) * BLOCK_SIZE, (y + y_offset) * BLOCK_SIZE,
BLOCK_SIZE, BLOCK_SIZE), 0)

    def rotate_piece(self):
        self.current_piece = [list(row) for row in zip(*self.current_piece[::-1])]

    def move_piece(self, dx, dy):
        self.piece_x += dx
        if self.check_collision(self.current_piece, self.piece_x, self.piece_y):
            self.piece_x -= dx
        self.piece_y += dy
        if self.check_collision(self.current_piece, self.piece_x, self.piece_y):
            self.piece_y -= dy
            return False
        return True

    def hard_drop(self):
        while not self.check_collision(self.current_piece, self.piece_x, self.piece_y + 1):
            self.piece_y += 1
        self.lock_piece()

    def check_collision(self, piece, x_offset, y_offset):
        for y, row in enumerate(piece):
            for x, cell in enumerate(row):
                if cell:
                    if (x + x_offset >= GRID_WIDTH or
                            x + x_offset < 0 or
                            y + y_offset >= GRID_HEIGHT or
                            self.grid[y + y_offset][x + x_offset]):
                        return True
        return False

    def display_counters(self):
        """Display the counters in the console."""
        print(f"Total Lines Cleared: {self.total_lines_cleared}")
        print(f"Total Combos: {self.total_combo}")
        print(f"Current Score: {self.score}")

    def lock_piece(self):
        for y, row in enumerate(self.current_piece):
            for x, cell in enumerate(row):
                if cell:
                    self.grid[y + self.piece_y][x + self.piece_x] = cell
        self.clear_lines()
        self.current_piece = self.new_piece()
        self.piece_x = GRID_WIDTH // 2 - len(self.current_piece[0]) // 2
        self.piece_y = 0
        if self.check_collision(self.current_piece, self.piece_x, self.piece_y):
            self.game_over = True

    def clear_lines(self):
        lines_to_clear = [y for y, row in enumerate(self.grid) if all(row)]
        num_lines_cleared = len(lines_to_clear)  # Number of lines cleared at once

        if num_lines_cleared > 0:
            # Update score based on traditional Tetris scoring
            if num_lines_cleared == 1:
                self.score += 40
            elif num_lines_cleared == 2:
                self.score += 100
            elif num_lines_cleared == 3:
                self.score += 300
            elif num_lines_cleared == 4:
                self.score += 1200

            # Update total lines cleared
            self.total_lines_cleared += num_lines_cleared

            # Increase combo count and add bonus score for streaks
            self.combo += 1
            combo_bonus = 50 * self.combo  # Bonus points increase with combo count
            self.score += combo_bonus

            # Update total combo counter if it's a new combo
            if self.combo == 1:
                self.total_combo += 1

        else:
            # Reset combo counter if no lines were cleared
            self.combo = 0

        # Clear the lines from the grid
        for y in lines_to_clear:
            del self.grid[y]
            self.grid.insert(0, [0] * GRID_WIDTH)

    def check_time_limit(self):
        """Check if the time limit has been reached."""
        self.elapsed_time = time.time() - self.start_time  # Update elapsed time
        if self.elapsed_time >= self.time_limit:
            self.game_over = True  # End the game if time limit is reached
            print("Time's up! Game over.")

    def update(self, dt):
        self.display_counters()
        self.check_time_limit()

        self.fall_time += dt
        if self.fall_time > self.fall_speed:
            self.fall_time = 0
            if not self.move_piece(0, 1):
                self.lock_piece()


def evaluate_grid(grid):
    total_height = 0
    holes = 0
    complete_lines = 0
    bumpiness = 0

    column_heights = [0] * GRID_WIDTH

    for x in range(GRID_WIDTH):
        column_filled = False
        column_height = 0
        for y in range(GRID_HEIGHT):
            if grid[y][x]:
                if not column_filled:
                    column_height = GRID_HEIGHT - y
                    column_heights[x] = column_height
                    column_filled = True
            elif column_filled:
                holes += 1

    for i in range(GRID_WIDTH - 1):
        bumpiness += abs(column_heights[i] - column_heights[i + 1])

    for row in grid:
        if all(row):
            complete_lines += 1

    total_height = sum(column_heights)

    return (-0.51 * total_height) + (0.76 * complete_lines) - (0.36 * holes) - (0.18 * bumpiness)

def generate_moves(piece, grid):
    possible_moves = []
    for rotation in range(4):
        rotated_piece = rotate_piece_n_times(piece, rotation)
        for x_position in range(GRID_WIDTH - len(rotated_piece[0]) + 1):
            simulated_grid = simulate_move(grid, rotated_piece, x_position)
            score = evaluate_grid(simulated_grid)
            possible_moves.append((score, x_position, rotation))
    return possible_moves

def rotate_piece_n_times(piece, n):
    rotated_piece = piece
    for _ in range(n):
        rotated_piece = [list(row) for row in zip(*rotated_piece[::-1])]
    return rotated_piece

def simulate_move(grid, piece, x_position):
    new_grid = [row[:] for row in grid]
    y_position = 0
    while not collision(new_grid, piece, x_position, y_position):
        y_position += 1
    lock_piece_simulated(new_grid, piece, x_position, y_position - 1)
    return new_grid

def collision(grid, piece, x_offset, y_offset):
    for y, row in enumerate(piece):
        for x, cell in enumerate(row):
            if cell:
                if (x + x_offset >= GRID_WIDTH or
                        x + x_offset < 0 or
                        y + y_offset >= GRID_HEIGHT or
                        grid[y + y_offset][x + x_offset]):
                    return True
    return False

def lock_piece_simulated(grid, piece, x_offset, y_offset):
    for y, row in enumerate(piece):
        for x, cell in enumerate(row):
            if cell:
                grid[y + y_offset][x + x_offset] = cell

def choose_best_move(tetris):
    piece = tetris.current_piece
    grid = tetris.grid
    possible_moves = generate_moves(piece, grid)
    best_move = max(possible_moves, key=lambda move: move[0], default=None)
    return best_move  # (score, x_position, rotation)

def apply_move(tetris, best_move):
    if best_move is None:
        return
    score, x_position, rotation = best_move
    for _ in range(rotation):
        tetris.rotate_piece()
    while tetris.piece_x < x_position:
        tetris.move_piece(1, 0)
    while tetris.piece_x > x_position:
        tetris.move_piece(-1, 0)
    tetris.hard_drop()


# Main game loop
def game_loop():
    screen = pygame.display.set_mode((SCREEN_WIDTH, SCREEN_HEIGHT))
    pygame.display.set_caption('Tetris AI')
    clock = pygame.time.Clock()
    tetris = Tetris()

    start_time = time.time()  # Start timing

    while not tetris.game_over:
        dt = clock.tick(1000) # Limit to 60 frames per second
        screen.fill((0, 0, 0))
        tetris.update(dt)
        tetris.draw_grid(screen)
        tetris.draw_piece(screen, tetris.current_piece, tetris.piece_x, tetris.piece_y)

        # AI Move Selection
        best_move = choose_best_move(tetris)
        apply_move(tetris, best_move)

        pygame.display.flip()

        elapsed_time = time.time() - start_time  # Calculate elapsed time
        print(f"Elapsed time: {elapsed_time:.2f} seconds | Score: {tetris.score}")  # Print elapsed time to console
    print("Game Over! Score:", tetris.score)
    pygame.quit()

if __name__ == "__main__":
    pygame.init()
    game_loop()
```