To solve indra's project we tried 3 different approaches but all of them failed.

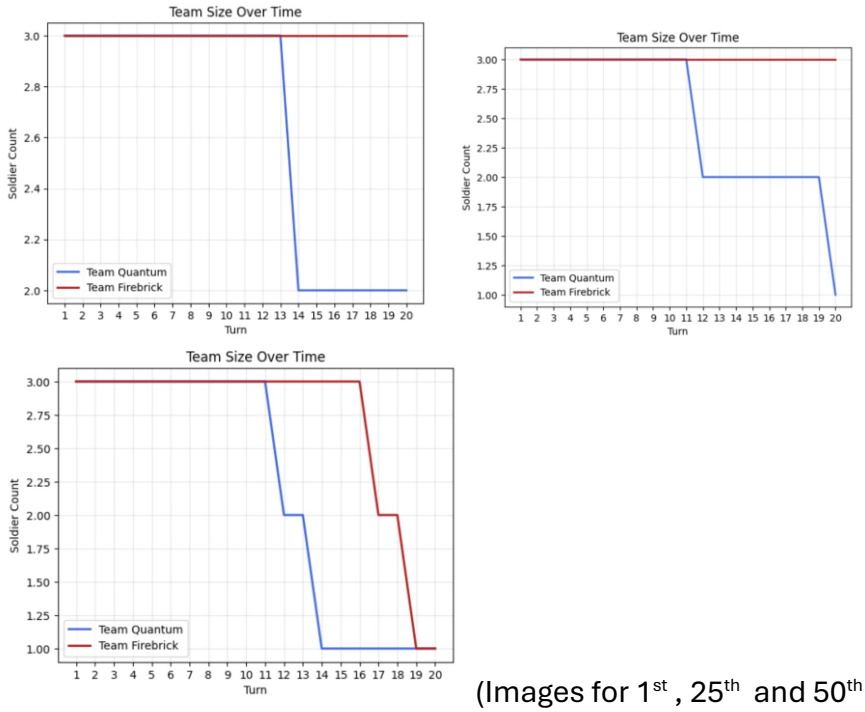
A quantum random walk approach, a QAOA with 2 qubits and a QAOA with multiple qubits.

All these 3 methods right now seems to be random and have no advantage in comparison to the classical model.

The most promising version is a QAOA with 2 qubits, where the parameters of the Hamiltonian depend on the distance to the closest enemy and its range of attack.

To balance these parameters we introduced a genetic algorithm that choose the coefficients of the hamiltonians to the most optimal ones.

However we did not have time, and the results are only up to the 50th generation. So it is purely random.



(Images for 1st , 25th and 50th generations)

For future improvements it would be needed to run this genetic model more time.