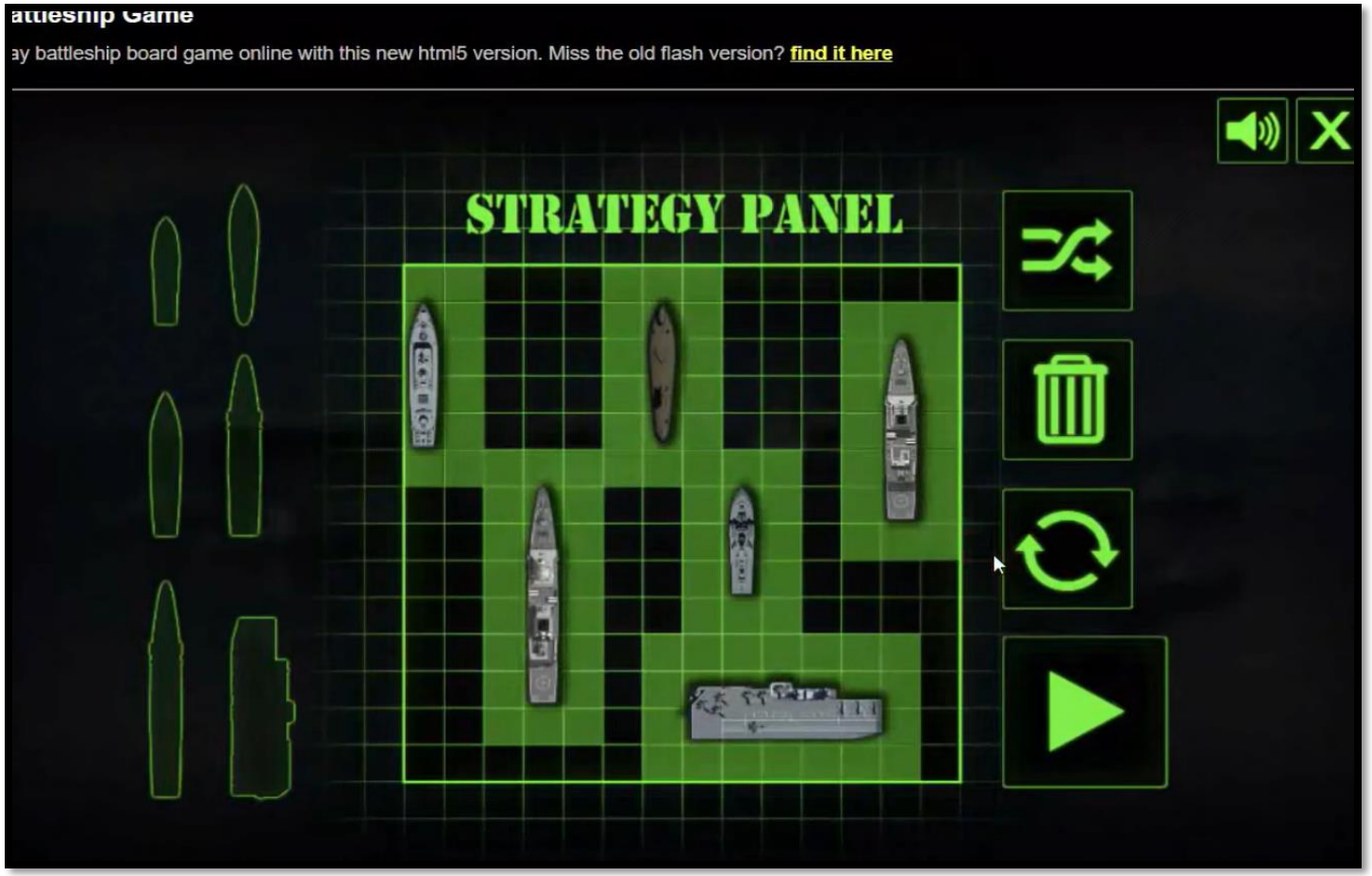
QuanTech
QStrike

Classical Battleship

- Each player places battleships on their grid.
- **Player 1** fires by selecting a square on **Player 2's** grid.
- The attacked square is marked and turns red if a ship is hit.
- Player 2 takes a turn and follows the same procedure.
- The game ends when one player's entire fleet is sunk.



https://www.battleshiponline.org/

QStrike!

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- **Attacker** can send a superposition of 2 attacks on **defender's** grid with different arbitrary phases.
- **Defender** can attempt to defend any one position via destructive interference of the phases and attack another, or attack 2 positions.
- A measurement is done to determine which attack lands.
- On the next turn, the attacking and defending roles switch.

QStrike: Let's Go Quantum

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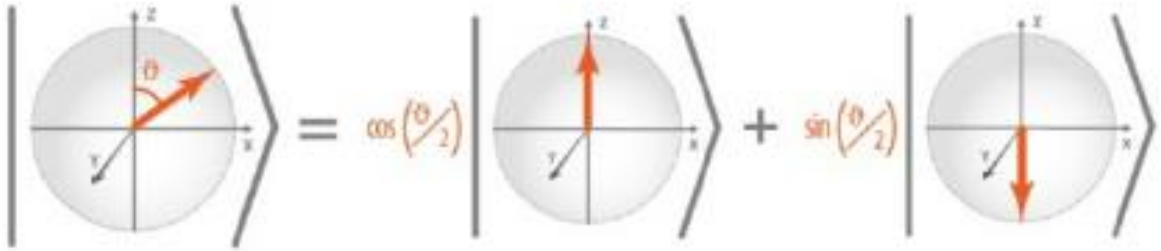
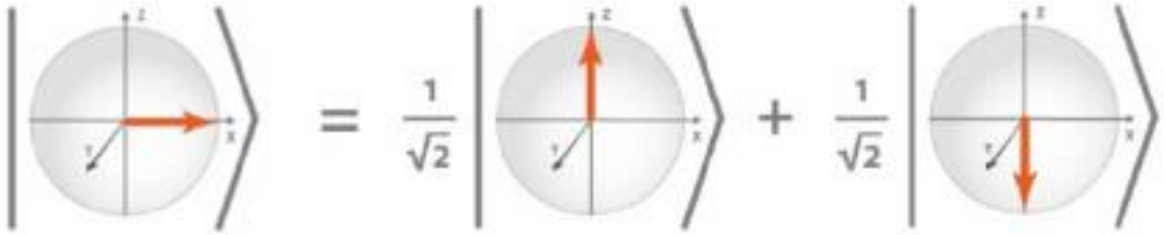
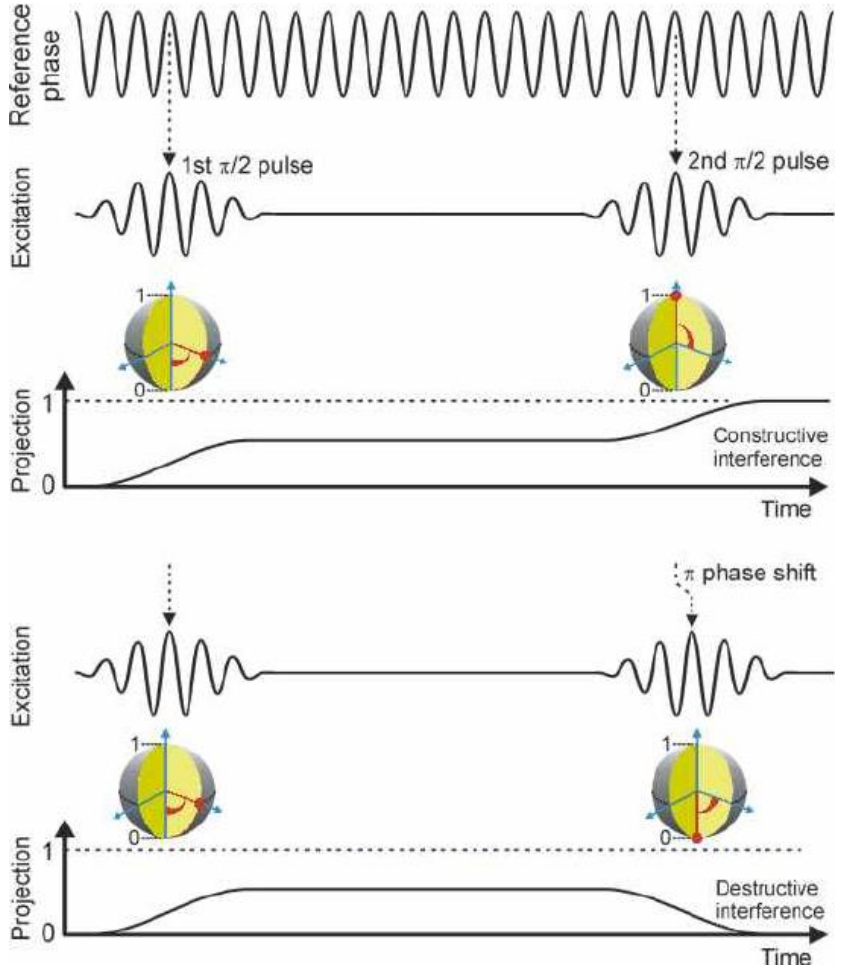
- Quantum Superposition
- Quantum Phase and Interference
- Measurement







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Quantum Mechanics on Fire

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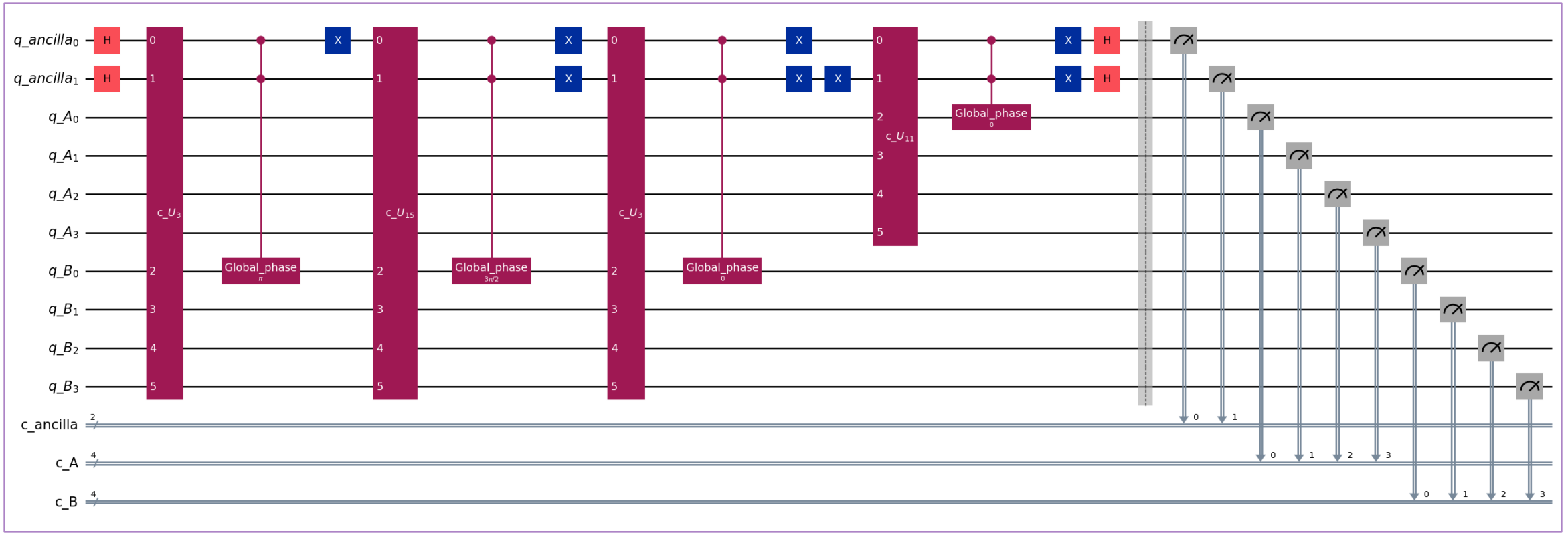

QStrike Quantum Circuit based on linear combination of unitary circuits

QStrike in Action

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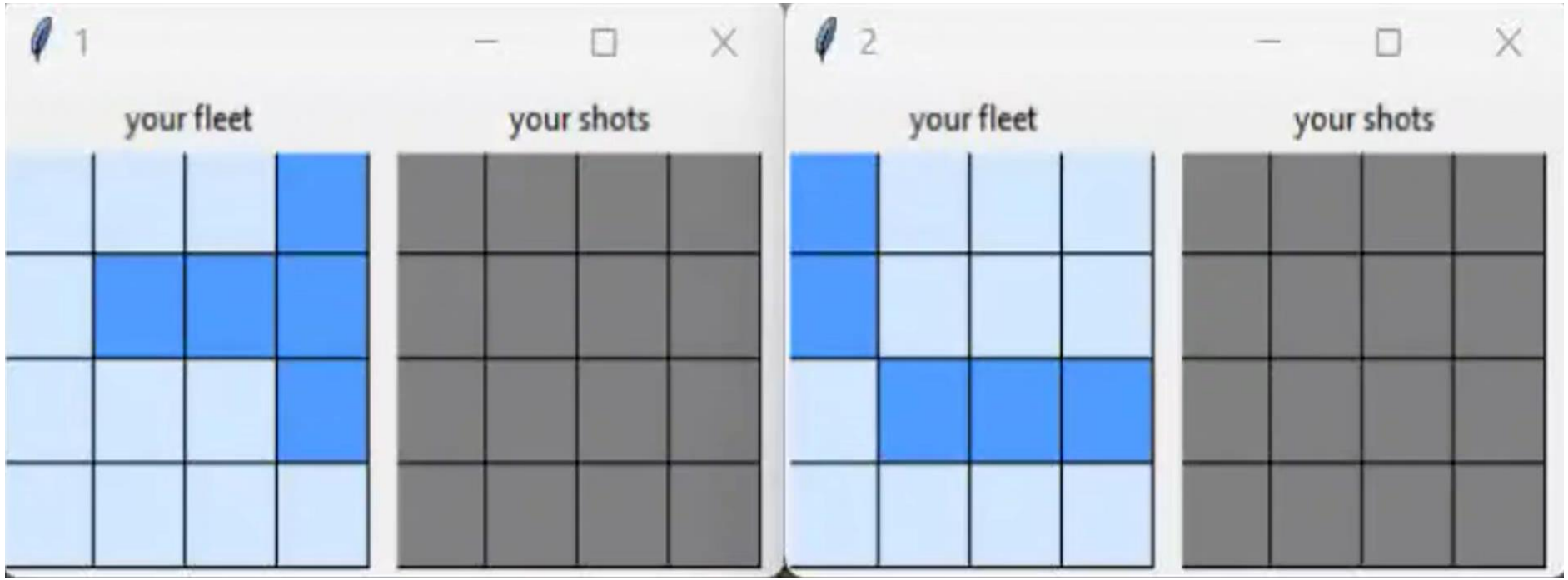

Spaceships

Defence is on!

Spaceship hit!

Missed shot!

Selected shots!

Destroy your enemies with QStrike!

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