

Quantum Motorcross Summary

This game is based off of the motorcross game where a motorcycle has to flip through the air and go through a course. We added different quantum parts to the game. In our version, the biker has a probability circle around him that shows the probability of where he is in the circle. When the bike passes by the Hadamard laser, he has an equal probability of being anywhere in the circle. Then, when the biker passes through the positive interference and negative interference, the probability is amplified or reduced respectively. When it passes by the observer, the probability collapses to one side or the other. This probability circle needs to be positioned in a certain way to get past the barriers.