Quantum Pong with Gate Power-Ups

Final Submission – ADEQUATE Quantum Game Development

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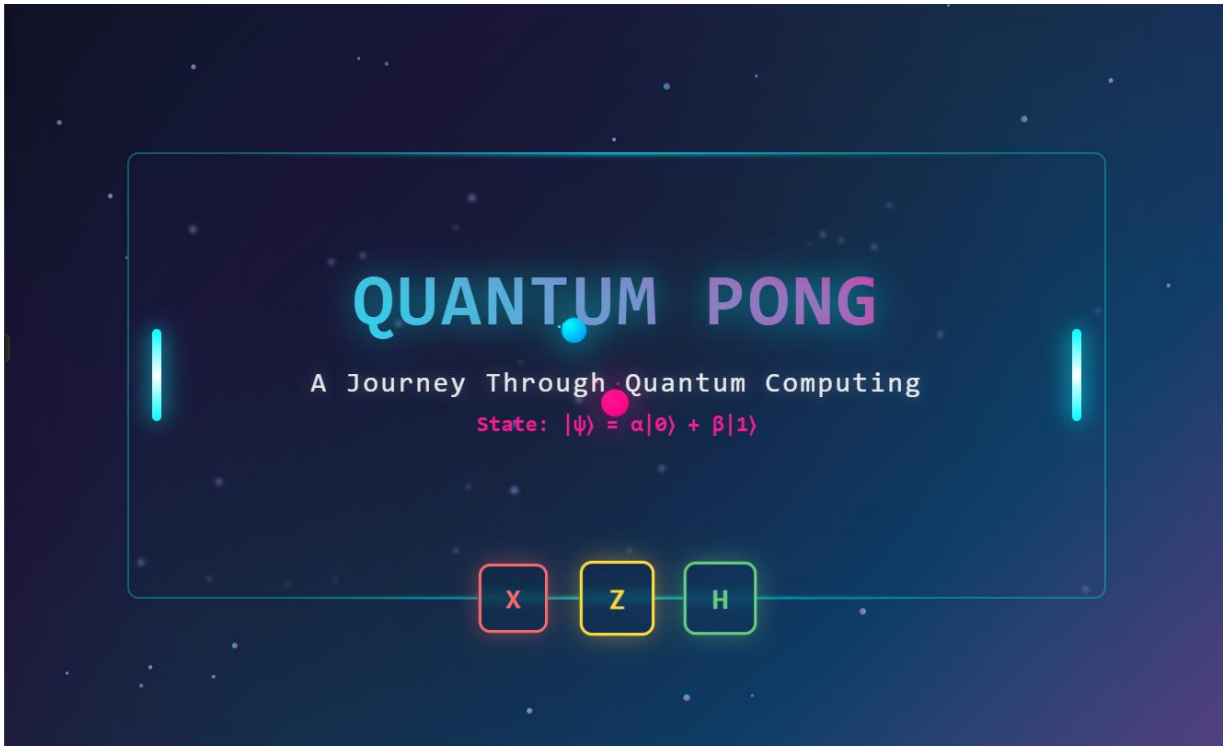

1. Introduction

"Quantum Pong with Gate Power-Ups" is a redesigned version of the classic Pong game that integrates core quantum mechanics principles such as superposition, measurement collapse, and quantum gates. The game preserves the competitive paddle mechanics while adding new behaviors inspired by quantum phenomena.

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2. Classic Foundation

The classic version of the game follows standard Pong rules:

- A ball bounces between two paddles (player vs. AI).
- Players score when the ball crosses the opponent's side.
- The game ends at a defined score limit or plays infinitely.

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3. Quantum Features

Feature	Description
Superposition	The ball enters a superposition state using a Hadamard (H) gate, resulting in two parallel paths (dual balls).
Measurement Collapse	The ball collapses to one state upon hitting a paddle or after a timeout, collapsing randomly to either
Quantum Gates	Power-ups or manual key presses apply gates: X (bit-flip), Z (phase-flip), and H (superposition).
Z-Noise	Periodic phase flips simulate quantum decoherence.
Visual Feedback	Glow effects indicate superposition; flash animations highlight collapse events.
Quantum Jerk & Flip	On state change, the ball reverses direction and speeds up momentarily to mimic quantum tunneling behavior.

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4. Gameplay Mechanics

- Controls:
  - ↑ / ↓: Move player paddle
  - H: Apply Hadamard gate
  - X: Apply X gate
  - Z: Apply Z gate

- **Power-Ups:** Fall from top; collect to activate quantum gates
- **Win Condition:** Optional; game supports continuous scoring

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5. Educational Value

The game subtly teaches quantum mechanics through interaction:

- Demonstrates how quantum states evolve with gates.
- Introduces the concept of measurement collapse.
- Helps players intuitively understand state transitions and quantum randomness.

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6. Implementation Details

- **Engine:** Python with Pygame
- **Ball States:** superposition, $|0\rangle$, and $|1\rangle$
- Visual Effects:
  - Flash screen on measurement
  - Glow on superposition
  - Gate-specific color-coded power-ups
- Difficulty Adjustments:
  - AI opponent tracks one ball in superposition mode
  - Random ball directions and speed jerks increase unpredictability

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7. Unique Design Choices

- The game retains arcade accessibility while embedding quantum behavior naturally.
- The dual-ball system enhances both gameplay challenge and concept visualization.
- Direction flip + speed jerk gives quantum transitions a tangible in-game impact.

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8. Reflection & Future Work

This project was a blend of creative game design and fundamental quantum logic. If extended, future versions may include:

- Entanglement mechanics between ball and paddle.
- Circuit diagram overlays for visual quantum state tracking.
- Multiplayer mode to simulate quantum communication challenges.