

# OPON 2

- 1 Player Game
- 4 Player Game

Press Start

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- 1 Player Game
- 4 Player Game

Press Start

# SOLDIER SELECT

P1

P2

P3

P4



Dayeong

Unathi

22

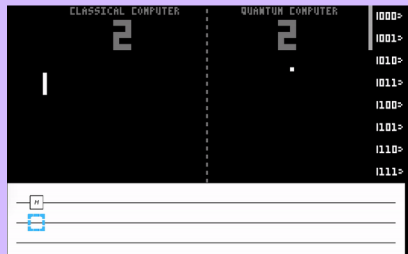
Siddharth

Junye

# What is QPong 2.0?

TL;DR: Make QPong more awesome!

QPong



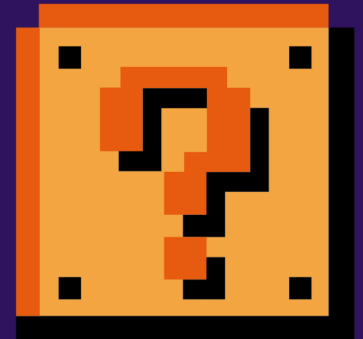
QPong Arcade



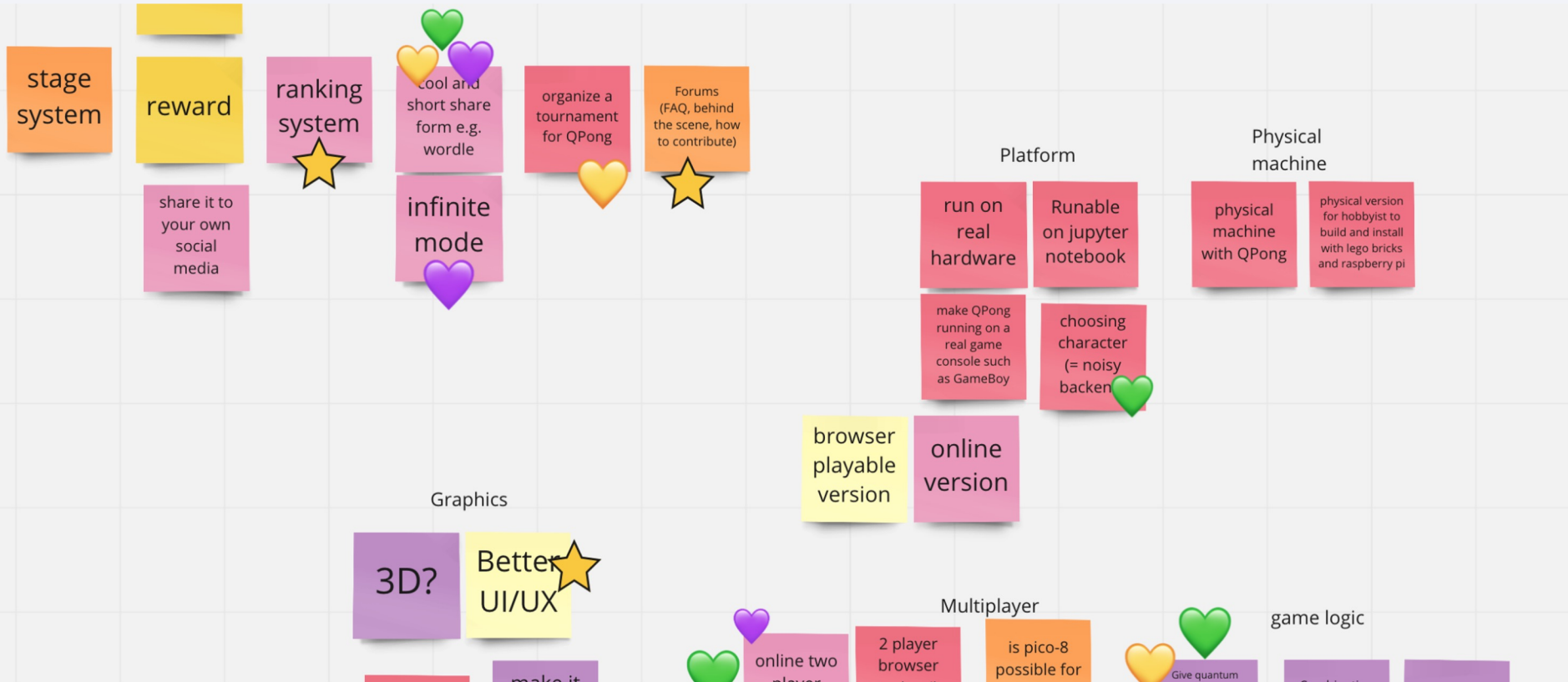
QPong-PICO-8



QPong 2.0

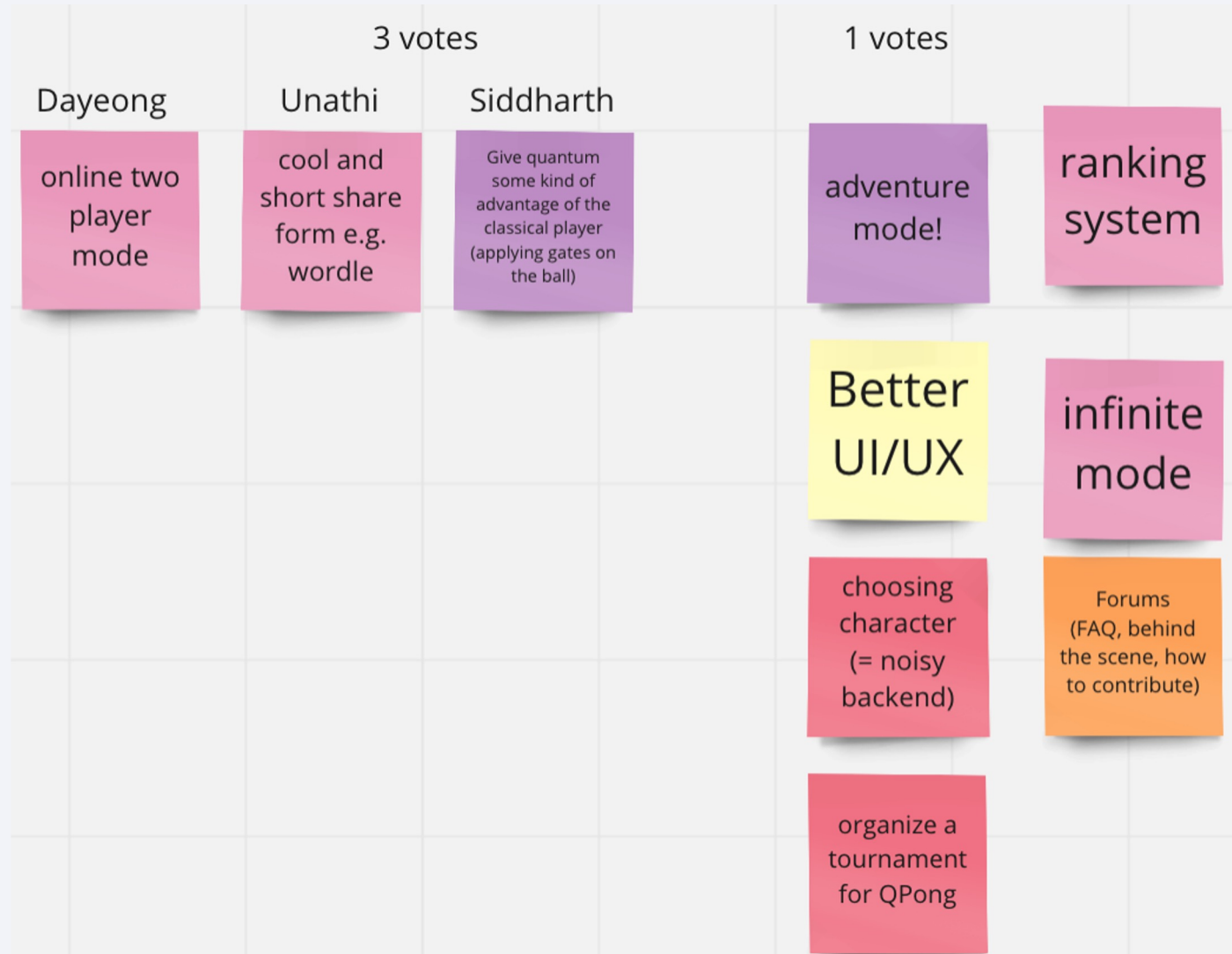


# Brainstorming Session with Miro



# Finalize Main Project

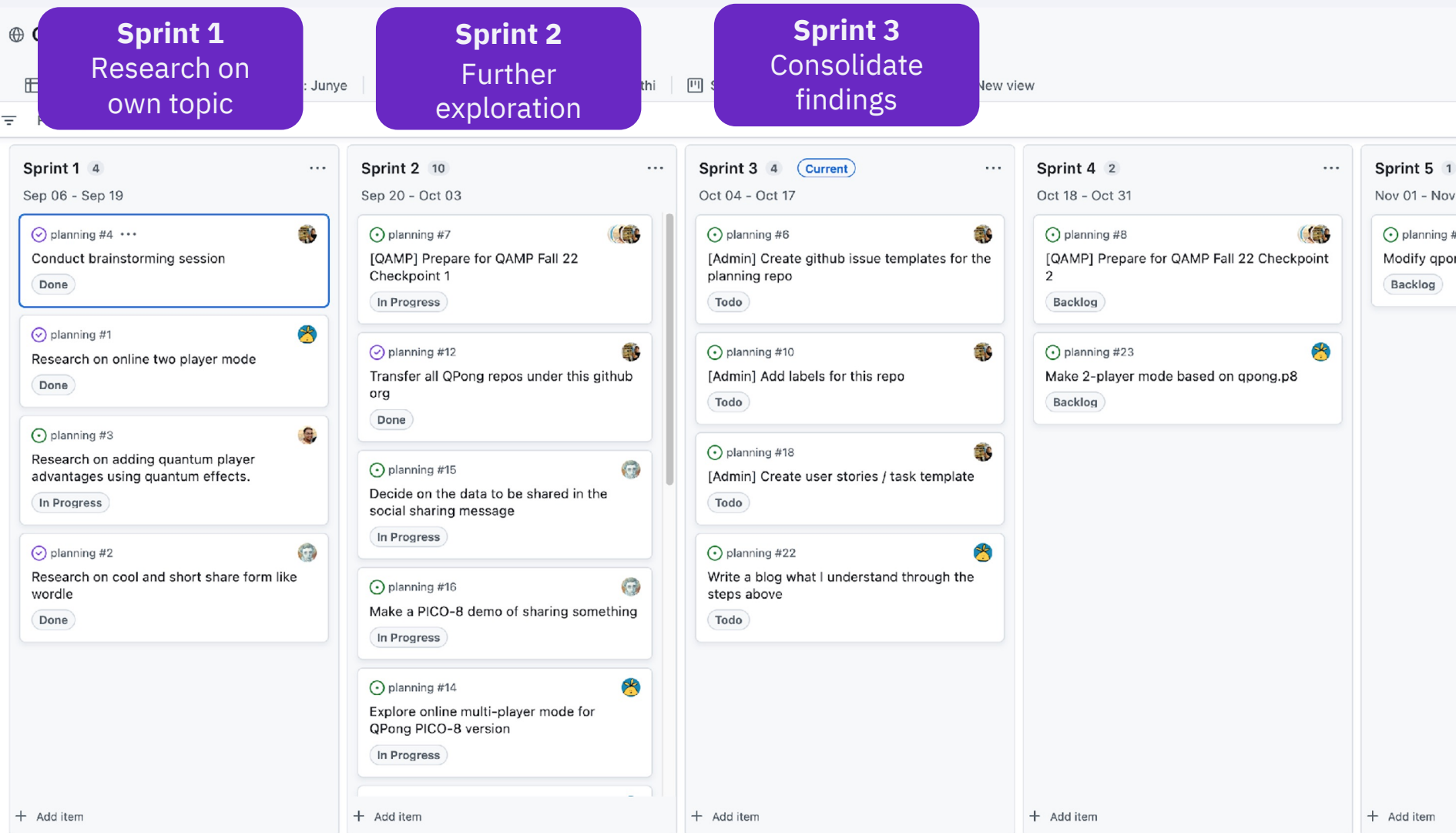
Choose themes which got 3 votes as our main project



*Votes from Brainstorming Ideas*

# Apply Agile practices

<https://github.com/orgs/QPong/projects/1/views/2>



The screenshot displays a GitHub project board with five sprints. Three purple callout boxes highlight the first three sprints:

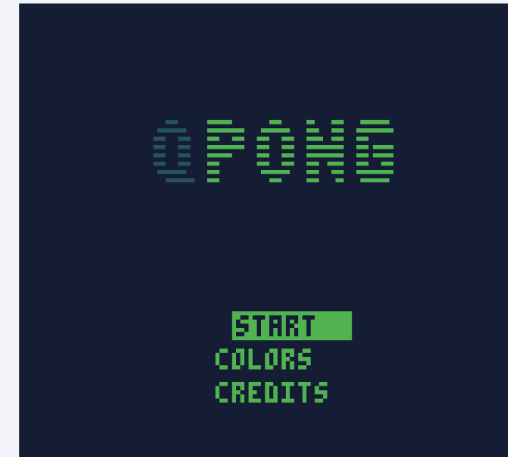
- Sprint 1**: Research on own topic
- Sprint 2**: Further exploration
- Sprint 3**: Consolidate findings

The board contains the following tasks:

- Sprint 1 (4 items):**
  - planning #4: Conduct brainstorming session (Done)
  - planning #1: Research on online two player mode (Done)
  - planning #3: Research on adding quantum player advantages using quantum effects. (In Progress)
  - planning #2: Research on cool and short share form like wordle (Done)
- Sprint 2 (10 items):**
  - planning #7: [QAMP] Prepare for QAMP Fall 22 Checkpoint 1 (In Progress)
  - planning #12: Transfer all QPong repos under this github org (Done)
  - planning #15: Decide on the data to be shared in the social sharing message (In Progress)
  - planning #16: Make a PICO-8 demo of sharing something (In Progress)
  - planning #14: Explore online multi-player mode for QPong PICO-8 version (In Progress)
- Sprint 3 (4 items, Current):**
  - planning #6: [Admin] Create github issue templates for the planning repo (Todo)
  - planning #10: [Admin] Add labels for this repo (Todo)
  - planning #18: [Admin] Create user stories / task template (Todo)
  - planning #22: Write a blog what I understand through the steps above (Todo)
- Sprint 4 (2 items):**
  - planning #8: [QAMP] Prepare for QAMP Fall 22 Checkpoint 2 (Backlog)
  - planning #23: Make 2-player mode based on qpong.p8 (Backlog)
- Sprint 5 (1 item):**
  - planning #...: Modify qpon (Backlog)

# Make online 2-player mode (Dayeong)

- Sprint 1
  - Research on online two player mode - which platform will be the best for QPong 2.0?
- Sprint 2
  - Understand Python websocket server code
  - Understand QPong code written in PICO-8
  - Check how to connect PICO-8 with server
- Sprint 3 (Current)
  - Summarize research findings
  - Mini PICO-8 hackathon



master simple-websocket-server / SimpleWebSocketServer /

dpallot and davepallot PyPI package setup.

..

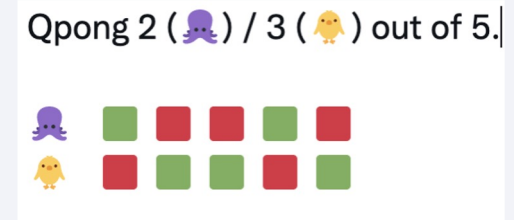
SimpleExampleServer.py	Fixed SSL typo
SimpleHTTPSServer.py	Update SimpleHTTPSServer.py
SimpleWebSocketServer.py	Merge pull request #80 from uzlonewolf/Custom-SSL-Context
__init__.py	PyPI package setup.
websocket.html	moved to package

PICO-8 Online Multiplayer Demo:  
<http://zachpetersendev.com/picarioGame/>



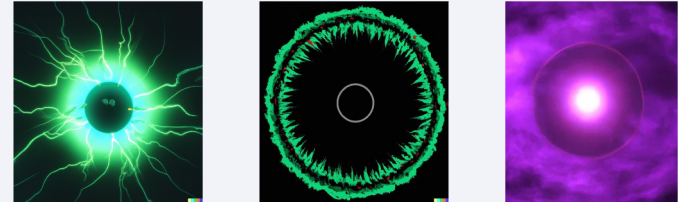
# Make a button to sharing game state on the web, i.e. score (Unathi)

- Sprint 1
  - Understanding web api for sharing game stats on socials - What is simplest/most appropriate way to share such data? [Share on Twitter!](#)
- Sprint 2
  - Attempted to build a demonstrative prototype with the above feature in pico-8 (lua) [link](#)
- Sprint 3 (Current)
  - Finding hacky ways to circumvent pico-8's quirky restrictions
  - Mini PICO-8 hackathon

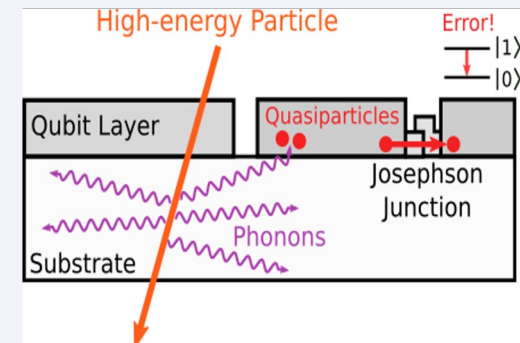


# Add quantum player advantages using quantum effects (Siddharth)

- Sprint 1
  - Research on adding quantum power-ups or advantages for the users.
    - 3 second stop
    - **Noise Bombs**
    - Quantimized Ball Mode
    - Partial Measurement ...
- Sprint 2
  - Explore different types of Noise Bombs
    - Thermal Noise Bomb
    - Magnetic Noise Bomb
    - Cosmic Noise Bomb
- Sprint 3 (Current)
  - Research on Physics and Implementation of different types of Noise Bombs.
  - Mini PICO-8 hackathon



Rendering of different Types of Noise Bombs by Dall E



Credits: [Google AI Blog](https://ai.googleblog.com/)

# Thank you

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Siddharth Golecha @Siddharthgolecha

