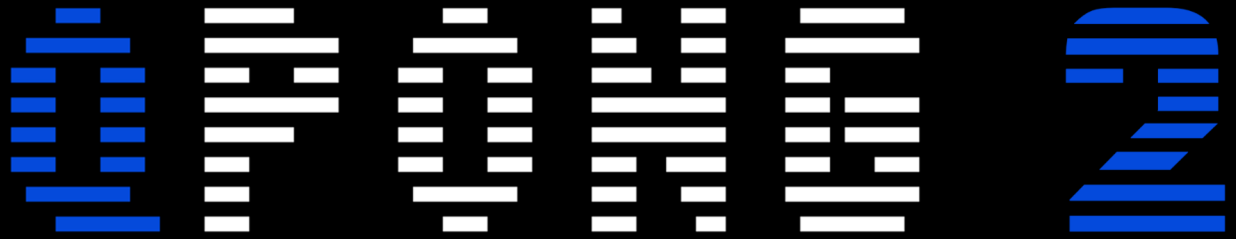
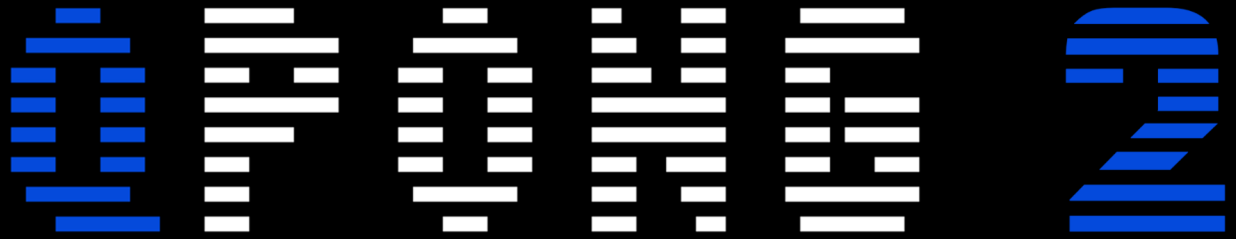


• 1 Player Game

4 Player Game

Press Start



1 Player Game

• 4 Player Game

Press Start

SOLDIER SELECT

P1	P2	P3	P4

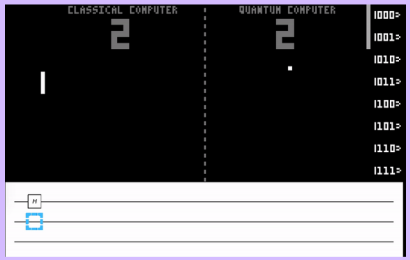
Dayeong	Unathi	22	Siddharth	Junye

What is QPong 2.0?

Qiskit

TL;DR: Make QPong more awesome!

QPong



pygame

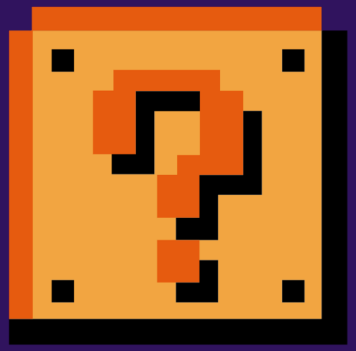
QPong Arcade

unity

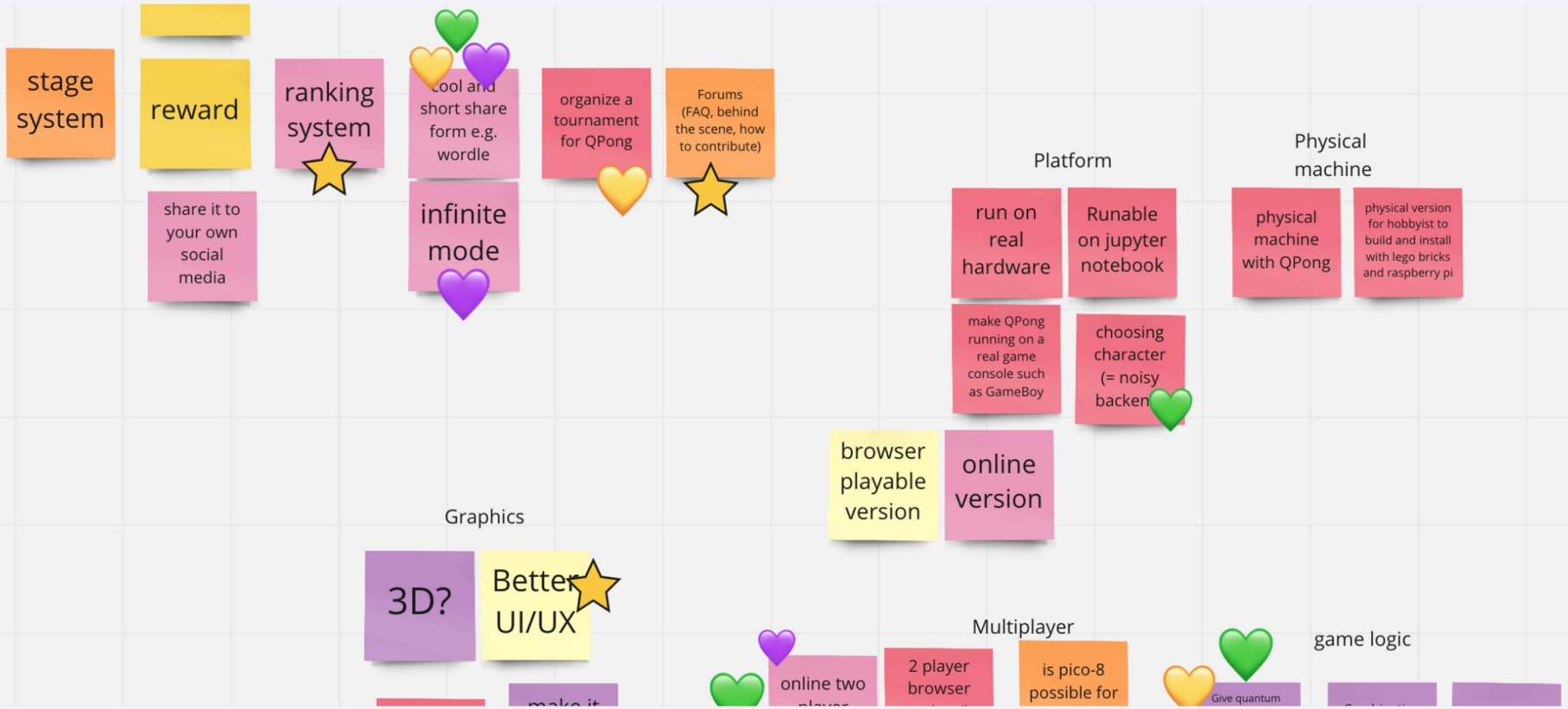
QPong-PICO-8

PICO-8

QPong 2.0

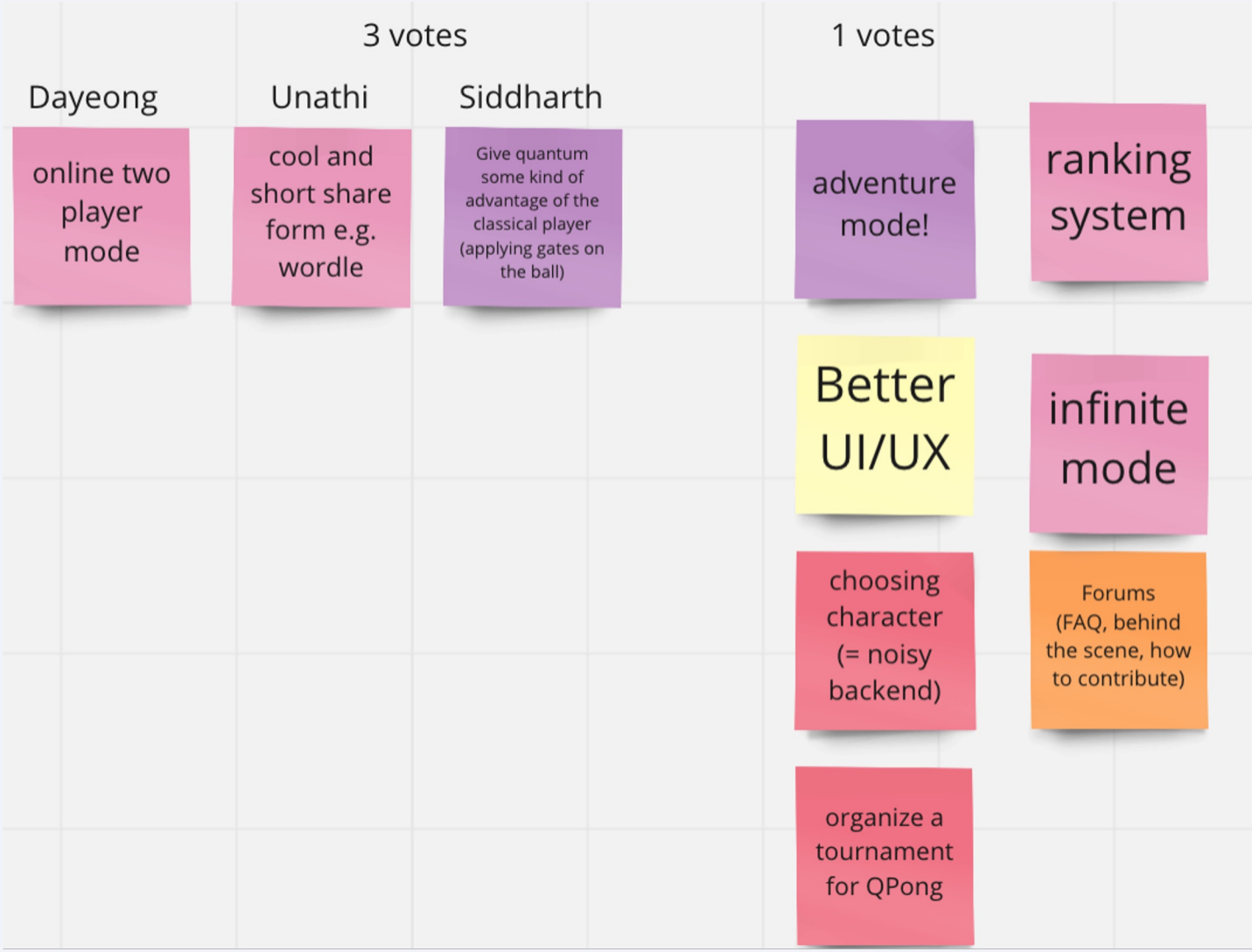


Brainstorming Session with Miro



Finalize Main Project

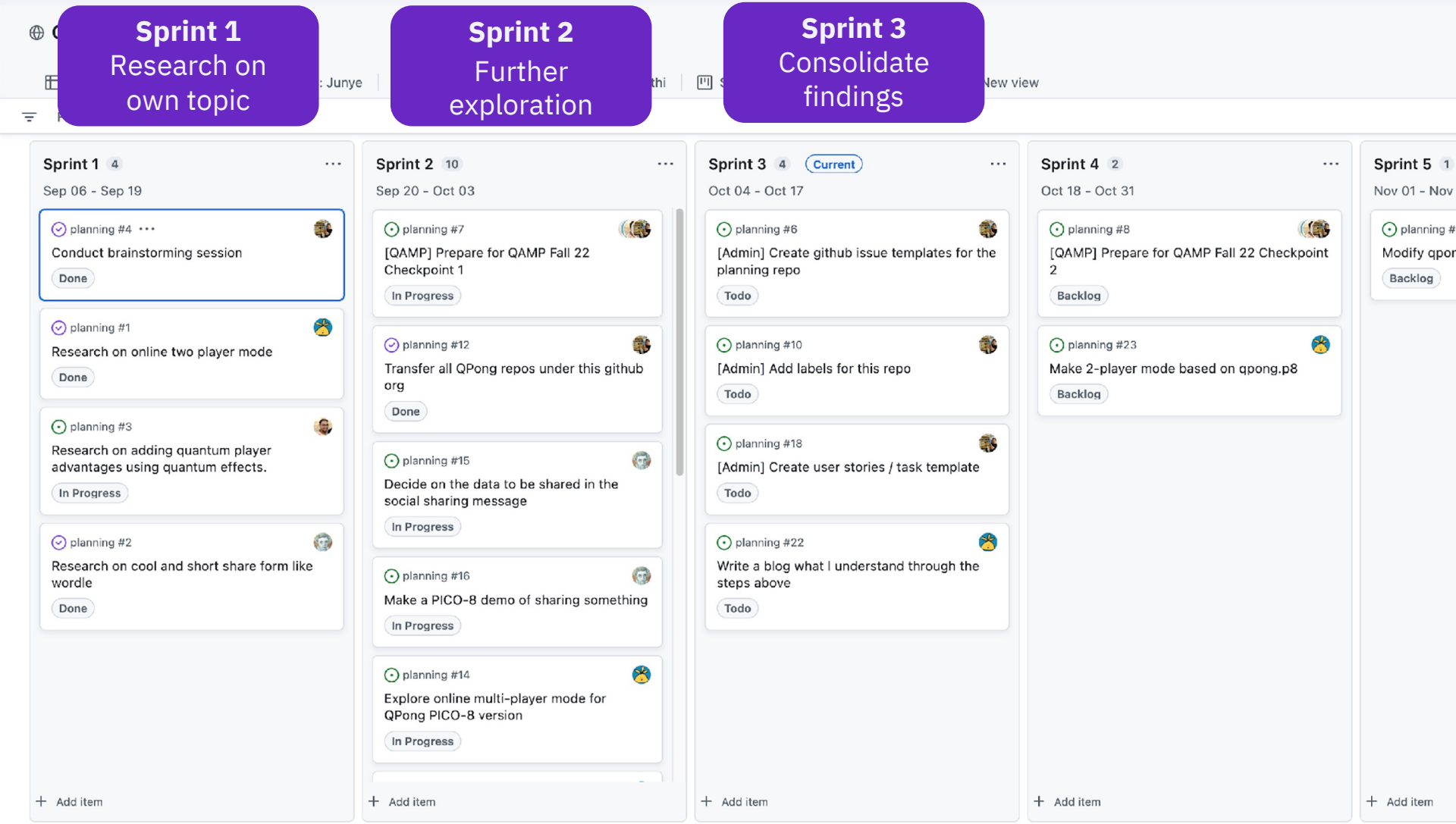
Choose themes which got 3 votes as our main project



Votes from Brainstorming Ideas

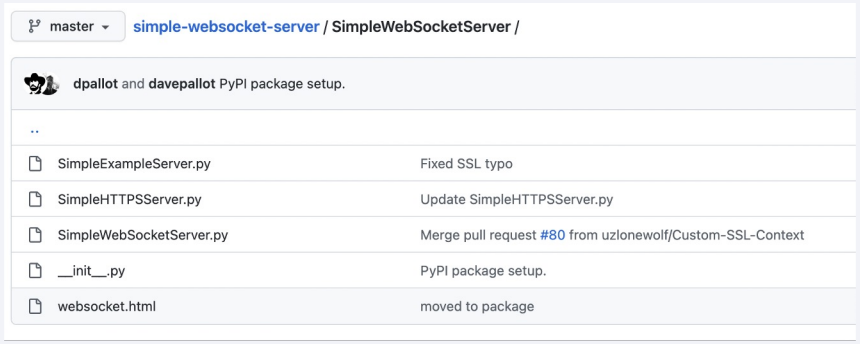
Apply Agile practices

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



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

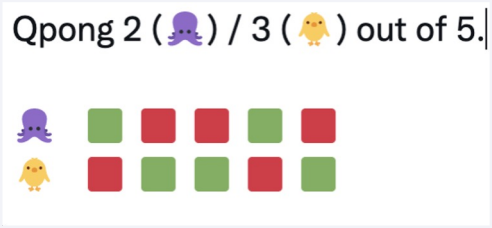


PICO-8 Online Multiplayer Demo:
http://zachpetersendev.com/picarioGame/

Qiskit

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 date? Share on Twitter!

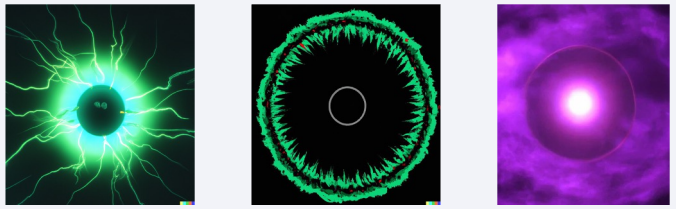


- Sprint 2
  - Attempted to build a demonstrative prototype with the above feature in pico-8 (lua) link

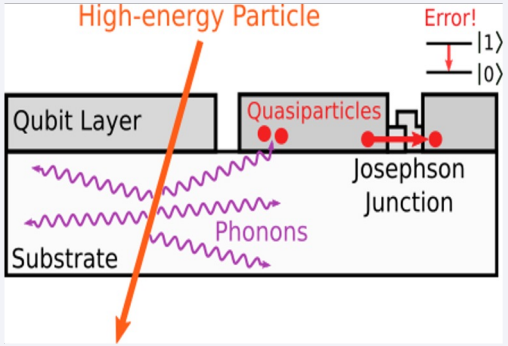
- Sprint 3 (Current)
  - Finding hacky ways to circumvent pico-8's quirky restrictions
  - Mini PICO-8 hackathon

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

Thank you

Junye Huang @HuangJunye
Dayeong Kang @tula3and
Unathi Koketso Skosana @Unathi-Skosana
Siddharth Golecha @Siddharthgolecha