

# Quantum Games 2023

Annakaisa Kultima



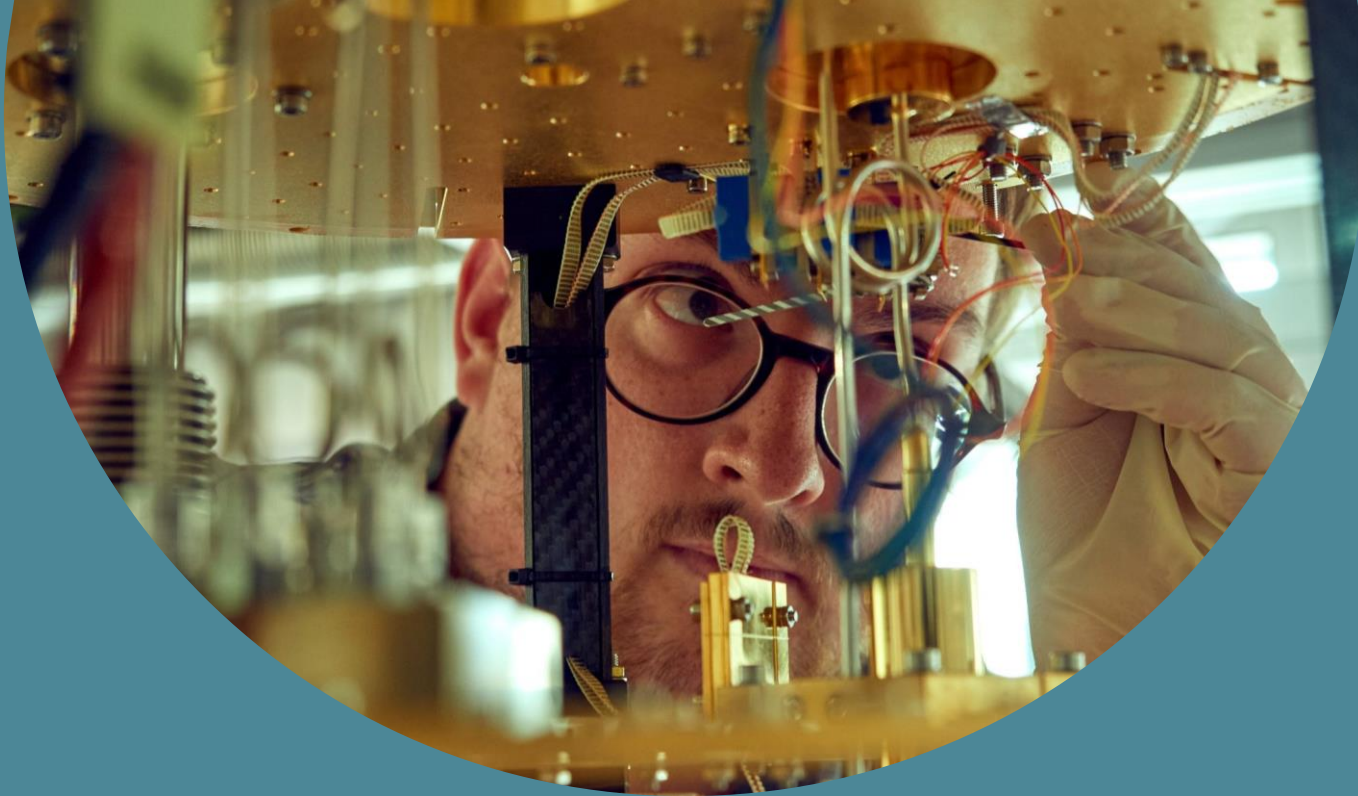
# What happens on this course?

- Lectures @ Discord
- Game project work @ Discord
  - Following the milestones!
- Published projects: [quantumgames.aalto.fi](http://quantumgames.aalto.fi)



# Schedule

- Wed 25.10. 17-19
  - Lecture: Introduction to Game Design and Development
- *Wed 1.11. (by 10 am)*
  - *Milestone: Bitsy warm-up*
- Wed 1.11. 17-19
  - Lecture: Introduction to Quantum Games and Quantum Computers
- *Wed 8.11. (by 10 am)*
  - *Milestone: Teams & Ideas*
- *Wed 15.11. (by 10 am)*
  - *Milestone: First playable*
- *Wed 22.11. (by 10 am)*
  - *Milestone: Second playable and presentations*
- *Tue 5.12.*
  - *Final deadline for the projects & project reports*



Jorden Senior, VTT

## Mentors

Laura Piispanen, Aalto University



# Game Projects

- In small teams or as a solo project
- Digital game or analog game
- Quantum?
  - 1) ABOUT quantum physics OR
  - 2) ABOUT quantum computers OR
  - 2) USING a quantum computer



# How to pass the course?

- Meet the milestones
- Submit a quantum game (team or solo)
- Submit a project report (personal)



# Report template



QG23 Project Report Template ☆ 📁 ☁

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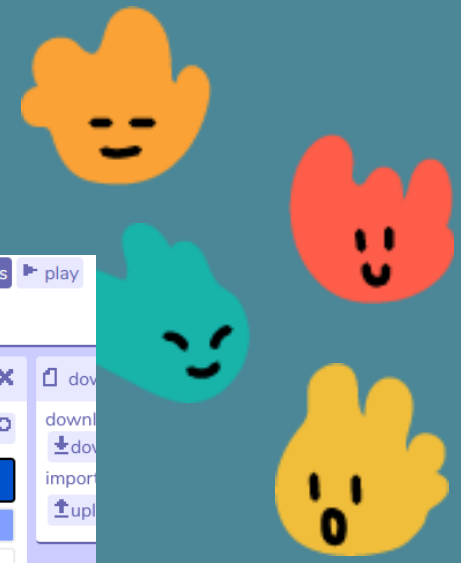
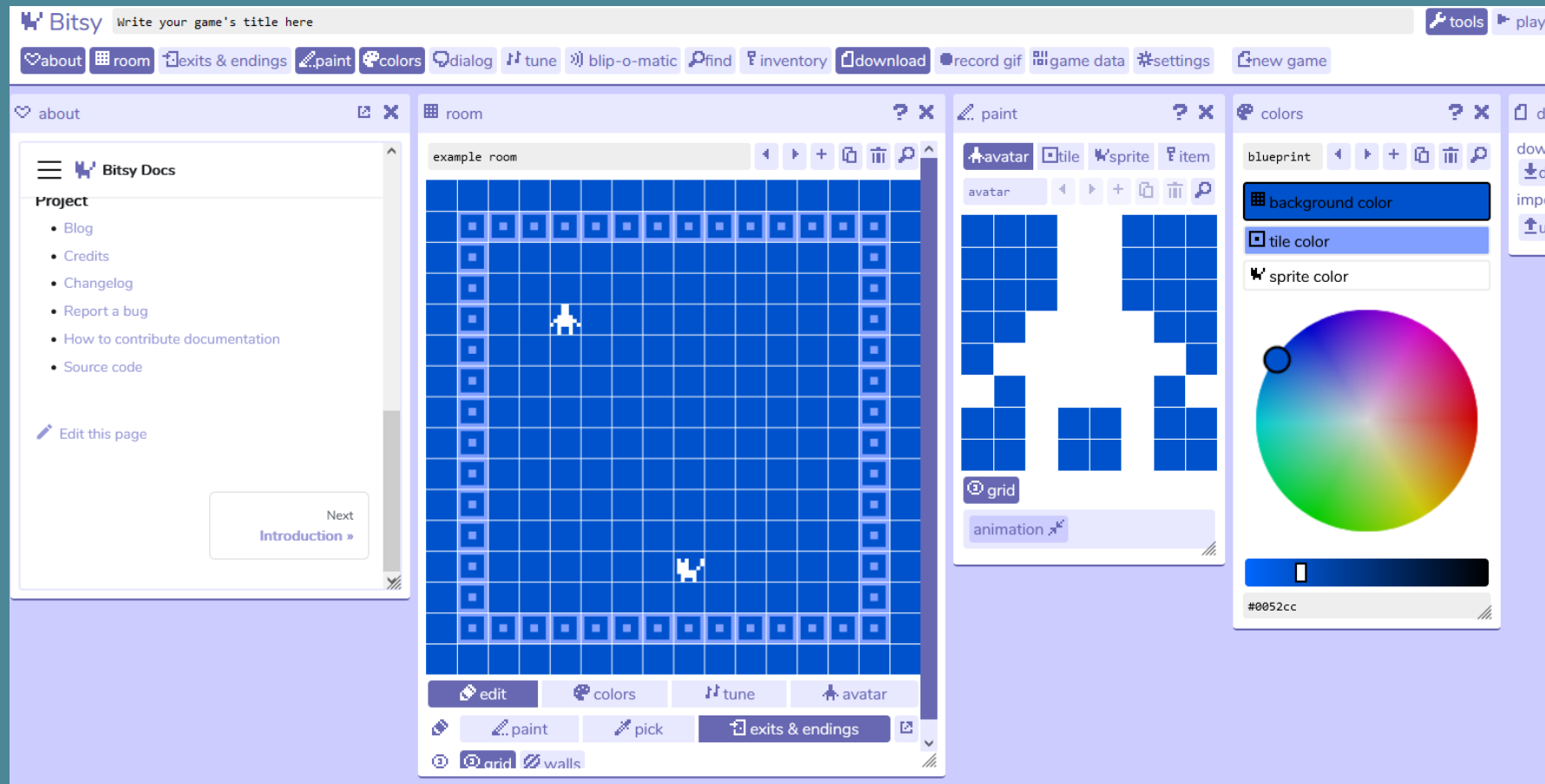
	A	B	C	D	E	F	G	H	I
1	<b>Type of activity</b>	<b>Details</b>	<b>Day</b>	<b>Month</b>	<b>Hours</b>		<b>Estimated credits</b>	<b>2</b>	
2	Game jam program	<i>Participating to the lecture on Zoom</i>	16	9 (Sept)	2		<b>Total Hours</b>	<b>54</b>	
3	Game jam program	<i>Team forming exercises</i>	16	9 (Sept)	3		<b>Credits (1=27h)</b>	<b>2</b>	
4	Independent work	<i>Playing Quantum Break</i>	20	9 (Sept)	5				
5	Independent work	<i>Reading research articles about que</i>	21	9 (Sept)	8		<b>Course duration</b>	25.10.-5.12.2023	
6	Community	<i>Chatting on the jam Discord</i>	25	9 (Sept)	2		(in weeks)	6	
7	Independent work	<i>Learning pathfinding techniques on</i>	25	9 (Sept)	8				
8	Game development	<i>Making new level</i>	26	9 (Sept)	8		<b>Examples of workload</b>		
9	Team communications	<i>Discussing with the team on Discor</i>	2	10 (Oct)	2		maximum hours:	243	(5 days per week, 8
10	Team meeting	<i>Meeting at Aalto campus</i>	12	10 (Oct)	3			9	credits
11	Team meeting	<i>Meeting at Zoom</i>	14	10 (Oct)	2		minimum hours:	81	12-15 hours per wee
12	Game development	<i>Fixing bugs, creating UI</i>	14	11 (Nov)	8			3	credits
13	Project report	<i>Writing the reflection task</i>	5	12 (Dec)	3				
14							<b>Tips for healthy working:</b>		
15							Keep the daily workload in less than 8 hours		



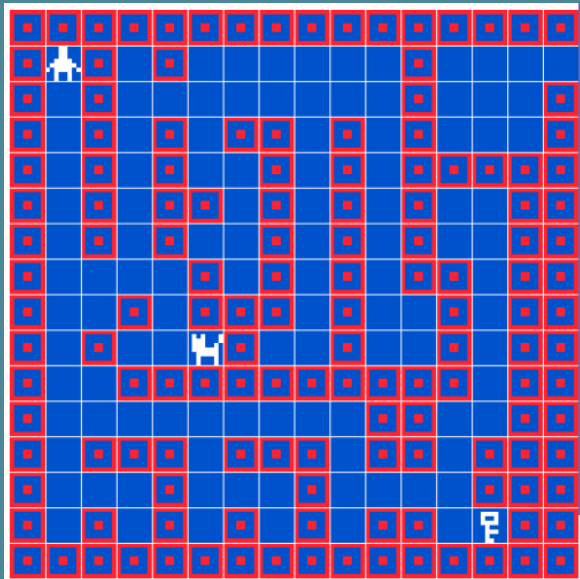
Milestone: Bitsy warm-up



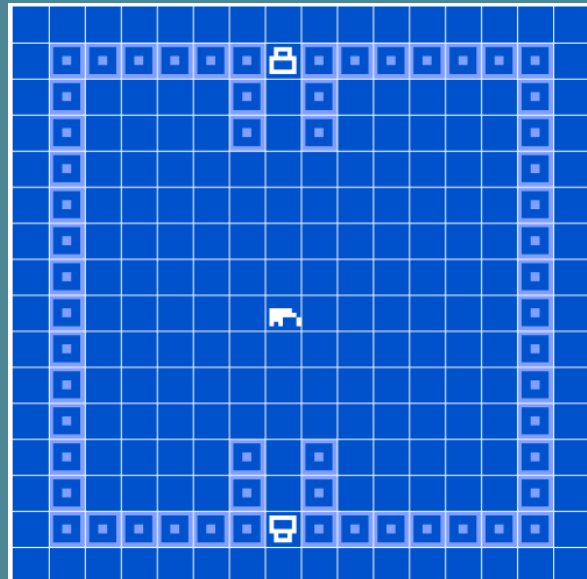
# Bitsy



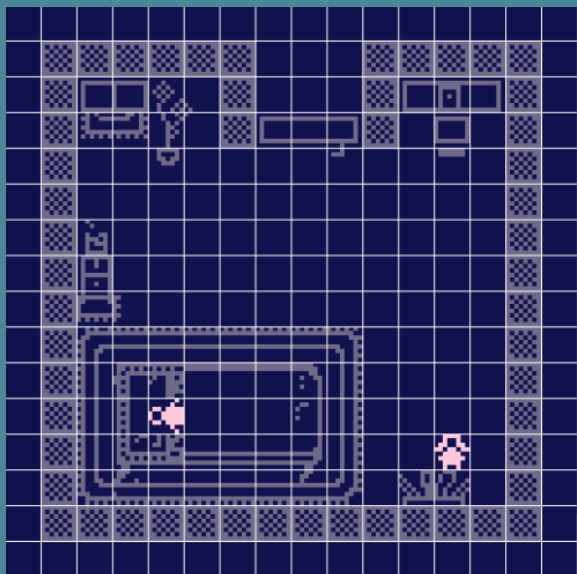
- <https://www.youtube.com/watch?v=51LCXnBJG-M&t=3s>



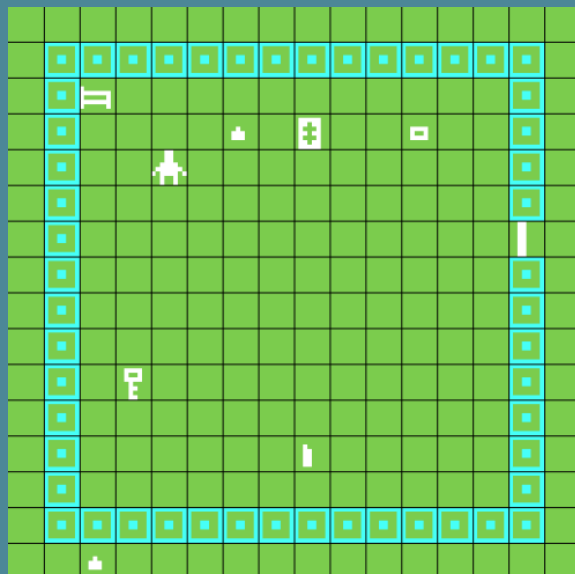
Maze Game by Hanchen



Cat Box by Chao



Starry Night By Klaudia

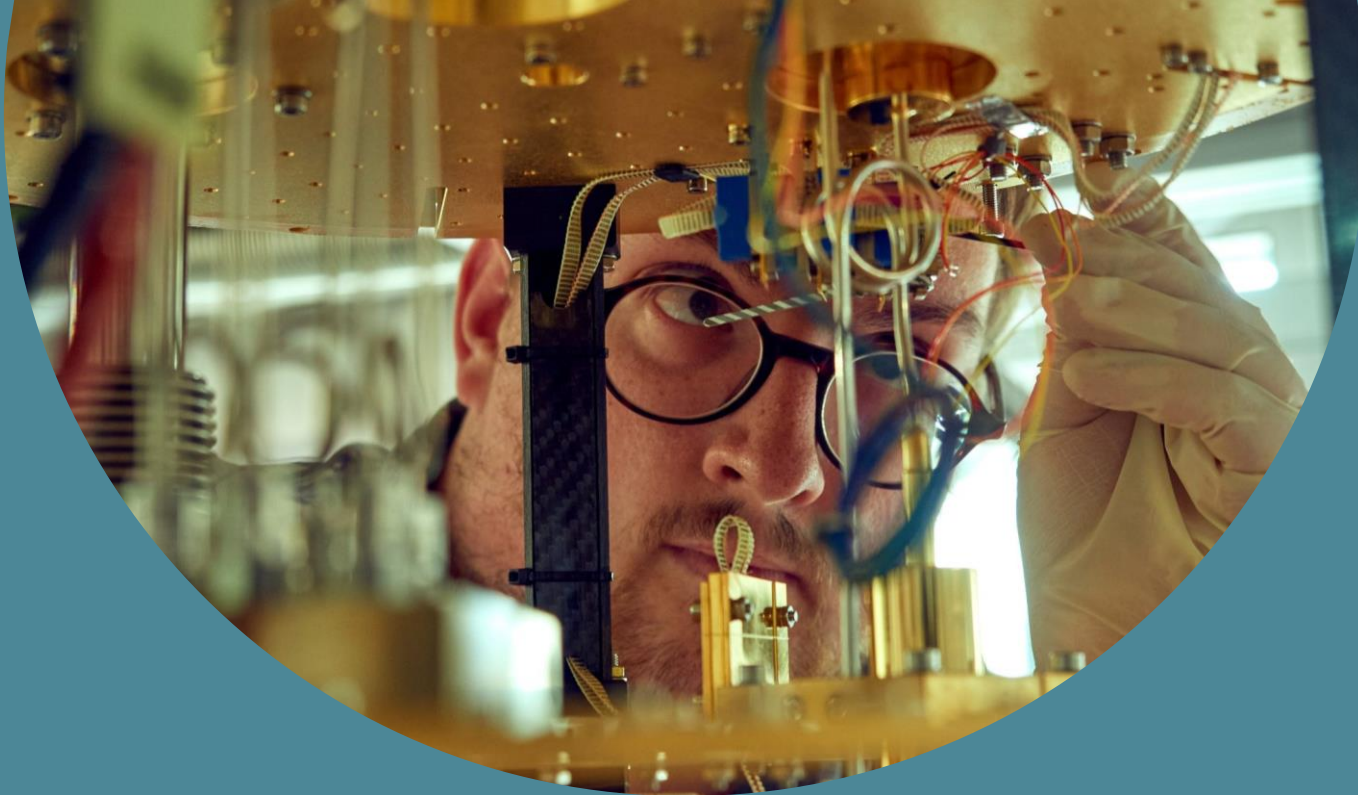


Old Man by ChiliOlavi





# Quantum Lectures



Jorden Senior, VTT

## Mentors

Laura Piispanen, Aalto University





What Next?

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# A GOOD IDEA ...



# How to make ideas?

- Play other games, get inspired by other popular media
- Mindmaps!
- Generate game ideas
  - For instance: VNA
  - <https://aakoosgamelab.com/other-materials/>
- Ask ChatGPT
- Platform/technology driven + skills? What can you make?





# Report template



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# Tiny Tools for Game Development



- Construct
- Bitsy
- GB Studio
- Twine
- RPG Maker
- Tabletopia
- More from my list:

[https://docs.google.com/document/d/17VspP4p4FSXOxmDgro5Yd\\_Np\\_4j3zk2uJ1HQN\\_KgI2Y/edit?usp=sharing](https://docs.google.com/document/d/17VspP4p4FSXOxmDgro5Yd_Np_4j3zk2uJ1HQN_KgI2Y/edit?usp=sharing)

# Next Milestone: Teams & Ideas

- Introduce yourself on Discord!
  - #Introductions
  - React, comment and ask further questions of others
- Continue marking down the hours for reading and playing!
  - Play some quantum games!
- Milestone 1: Teams & Ideas
  - Continue getting to know each others on #introductions
  - Use #teaming channel for suggesting collaboration and ideas for projects
  - Post on #Milestones when you are set:
    - Team (list the members and roles) or solo project (your name only)
    - Post your initial idea (tentative name of the game, what is the platform/technology, what player does? How your idea relates to quantum?), use at least ONE image to explain your idea.
    - You can start working on #project-01/02/03/04 channels
- Next week:
  - Be present to respond to questions from mentors and teachers on Wednesday!



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