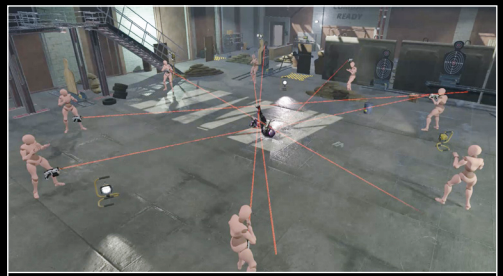
AFTER · IMAGE

A shooter where the enemy dodges you - with a quantum computer.

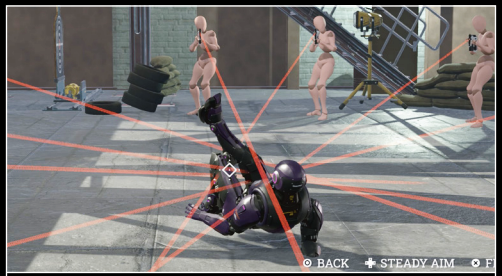


HOW IT WORKS



01.
Surround & Aim.

Shots from every direction become the constraints of an optimization problem.



02.
The machine solves.

A real quantum annealer computes the joint angles that minimize hits.



03.
The answer moves.

The solution appears as an unpredictable dodge. Optimization, made visible.

200,000,000,000,000,000

One pose, chosen from 200 quadrillion.

Real-machine driven.

These dodges aren't simulated or faked with a classical solver. Every pose is computed on a physical quantum annealer, and its raw output — untouched — is what the enemy does on screen.

QUBO at scale.

Each pose is written as a QUBO, the native language of an annealer. Yaw, tilt axis and limb angles become binary variables, opening a 2×10^{17} (about 200 quadrillion) space the machine searches in one shot.

Under 5 seconds.

A full solve first took around 15 seconds — too slow to feel alive. Parallel solving and Numba JIT compilation cut it to under 5, fast enough for the machine's answer to arrive as gameplay.

Randomness as design.

Annealing is probabilistic: the same conditions rarely return the same pose. Instead of smoothing that away, we kept it — the enemy stays unpredictable, and the machine's noise becomes the fun.

Created through MITOU Target — a program of Japan's IPA [Innovation Platform Agency, Japan], backing individual creators in frontier computing.

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