

Quantum computers also have to 'admit defeat' to the game Doom

A PhD student has successfully 'quantized' the classic first-person shooter (FPS) game Doom, which was released nearly 30 years ago.

The port is called 'Quandoom' and can run on quantum computers. This is a new milestone in gaming history.

Developer Luke Mortimer said Quandoom requires 72,376 qubits and 80 million logic gates. It's worth noting that the most powerful quantum computer today only has 433 qubits, so there isn't currently any quantum computer powerful enough to run the game.

Mortimer used a QASM emulator to get Quandoom running at 10-20 frames per second on regular computers. However, because the file is quite large, the game will "use about 5-6 GB of RAM and take a while to load". But this version only displays simple wireframe graphics, without colors, music or secret rooms.

The project required over 8,000 lines of C++, a custom 3D engine.

Despite its limitations, Quandoom is a testament to the immense potential of quantum computing in the gaming space. In the future, we could have superior gaming experiences, with realistic graphics and larger virtual worlds than ever before.

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