Rock paper Scissors (RPS) using AI Human Vs Machine

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Introduction

Introduction

AI is also known as Artificial Intelligence which we are using to train the images that we have captured for playing the game using **TensorFlow.js** library. Then when we play with Machine, it will play against you and update score in the scoreboard.

Overview

Overview

In this project we will be playing with a machine which is trained using AI for image processing, as the game will be played using the webcam and it will try to predict our hand gesture and play along.

First we need to train our hand gesture images as rock, paper and scissors and then input that trained images into our project and get going.

Technologies and Requirements

Technologies and Requirements

Framework: Django

Front-End: HTML, CSS, JavaScript

Back-End: Python, TensorFlow.js, PostgreSql

Data Flow Diagram

Admin Login Rock Paper Scissors

Level 1

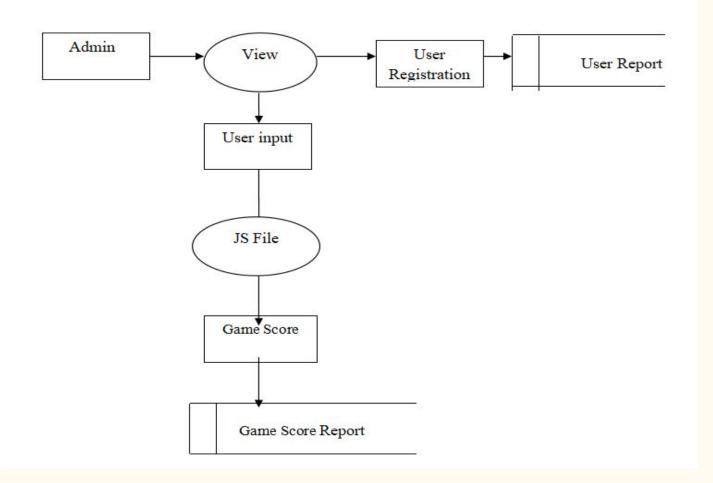


Table Design

Table Name: UserRegistration_Details

Primary Key: UID

Description: This table is used to store User Registration Details

Field Name	Data Type	Size	Description	
UID	varchar	20	User Identification	
FName	varchar	20	First Name	
LName	varchar	20	Last Name	
Upwd	varchar	20	User Password	
LLogindate	date	10	Last Login Date	

Table Name: Account_Details

Primary Key: UID

Description: This table is used to store Account Details

Field Name	Data Type	Size	Description	
UID	varchar	20	User Identification	
Upwd	varchar	20	User Password	

Table Name: Result_Details

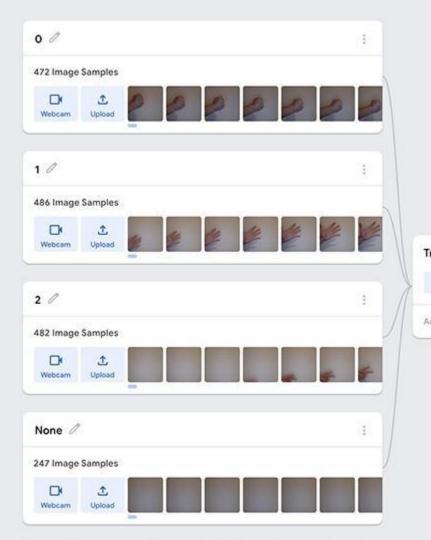
Primary Key: RID

Foreign Key: UID

Description: This table is used to store Result Details

Field Name	Data Type	Size	Description	
RID	varchar	20	Result Identification	
UID	varchar	20	User Identification	
GScore	int	5	Game Score	

Snapshot and Explanation





Don't switch tabs!

You must leave this tab open to train your model.

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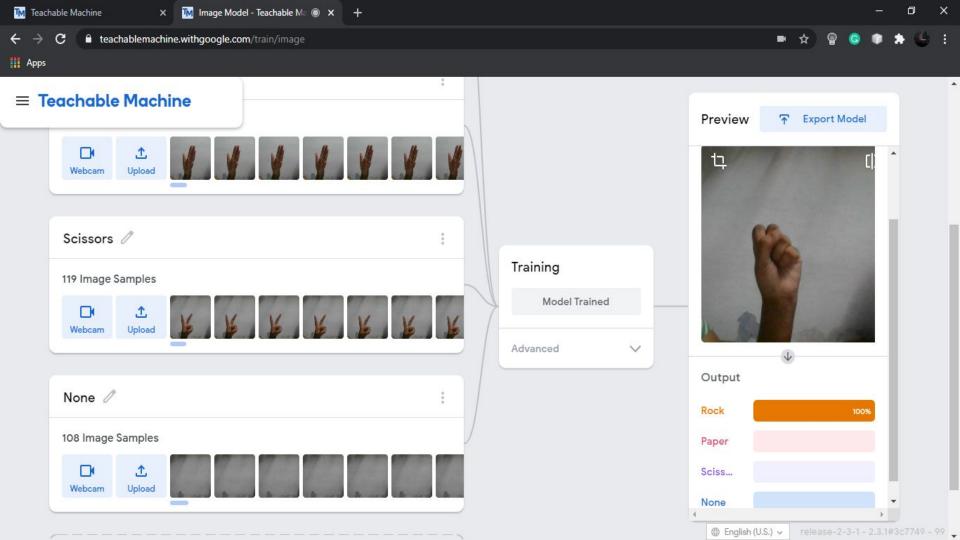


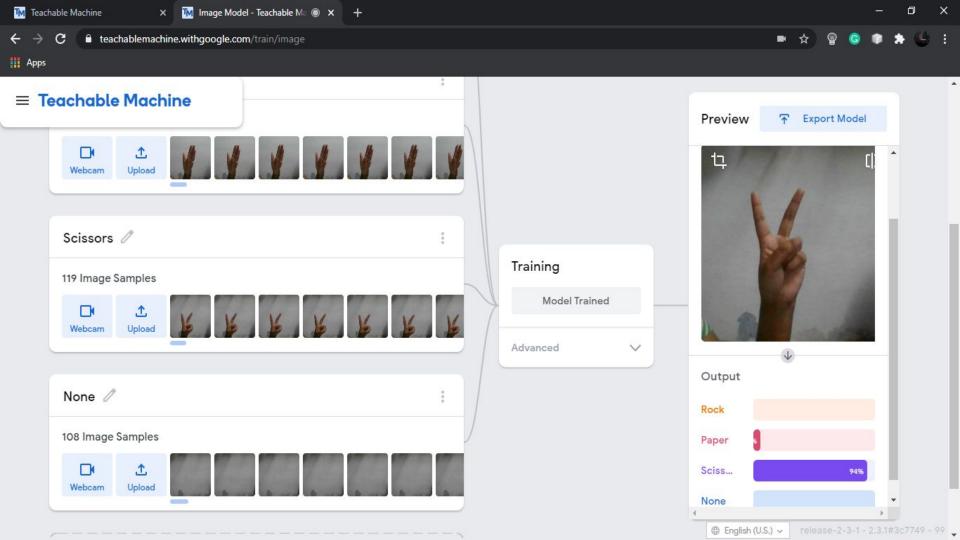
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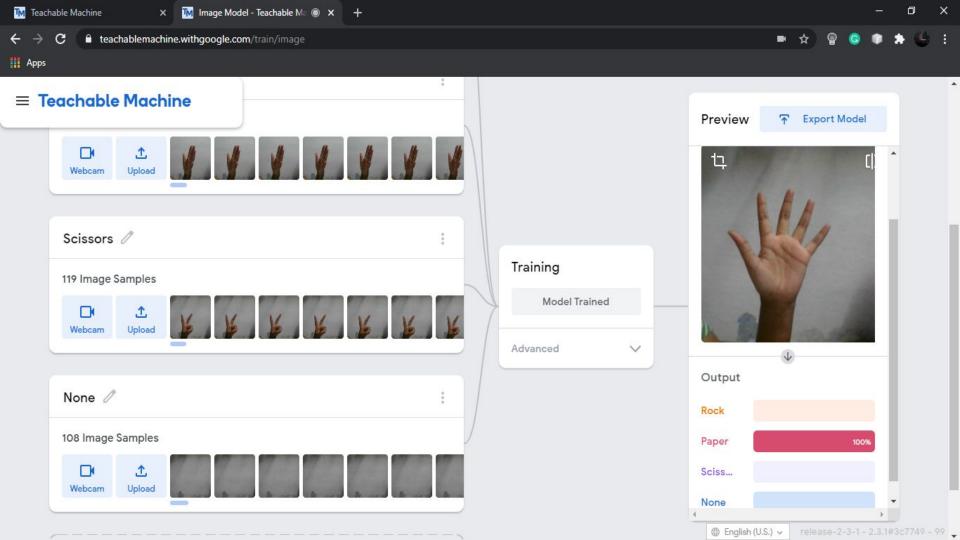
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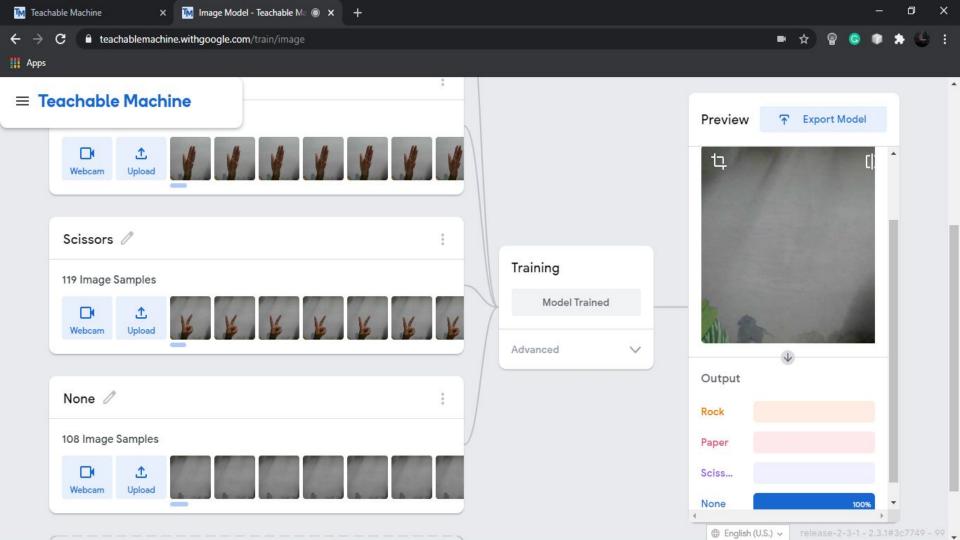
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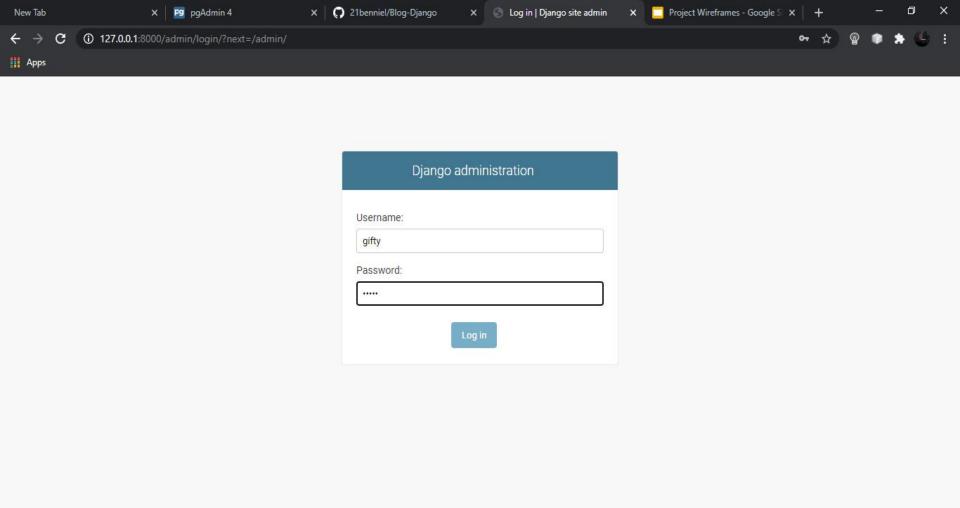
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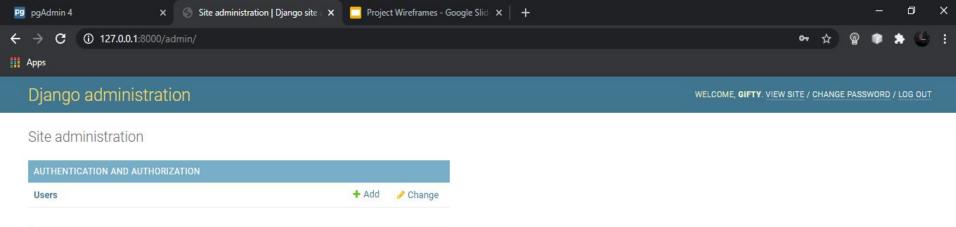










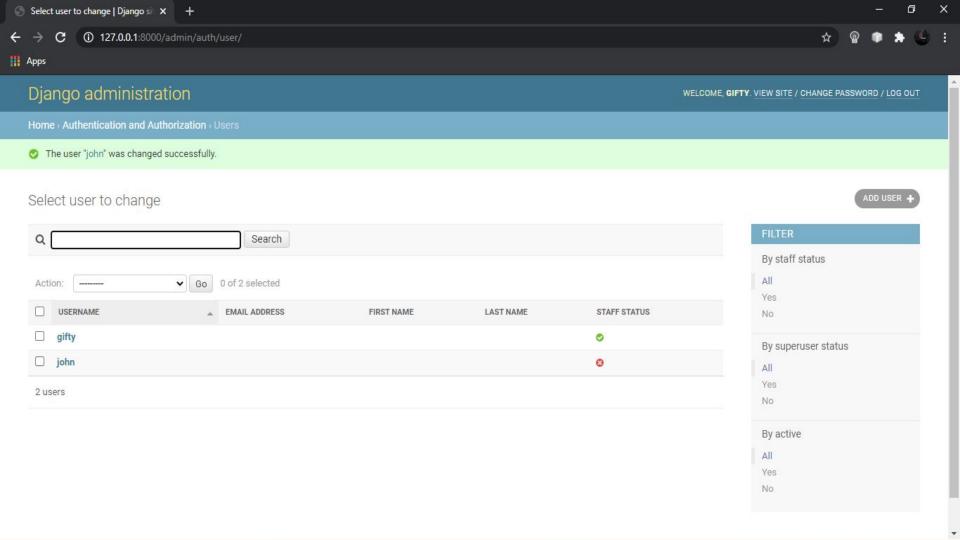


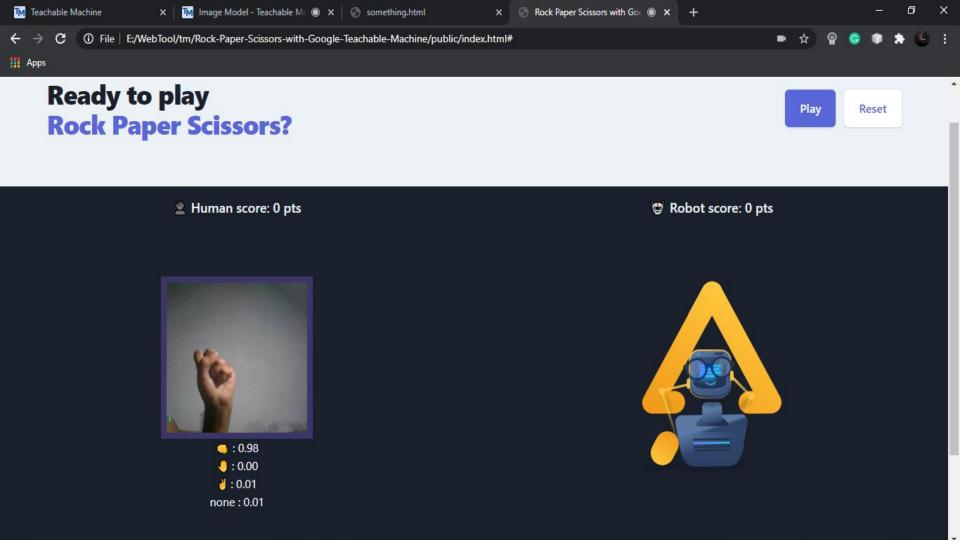
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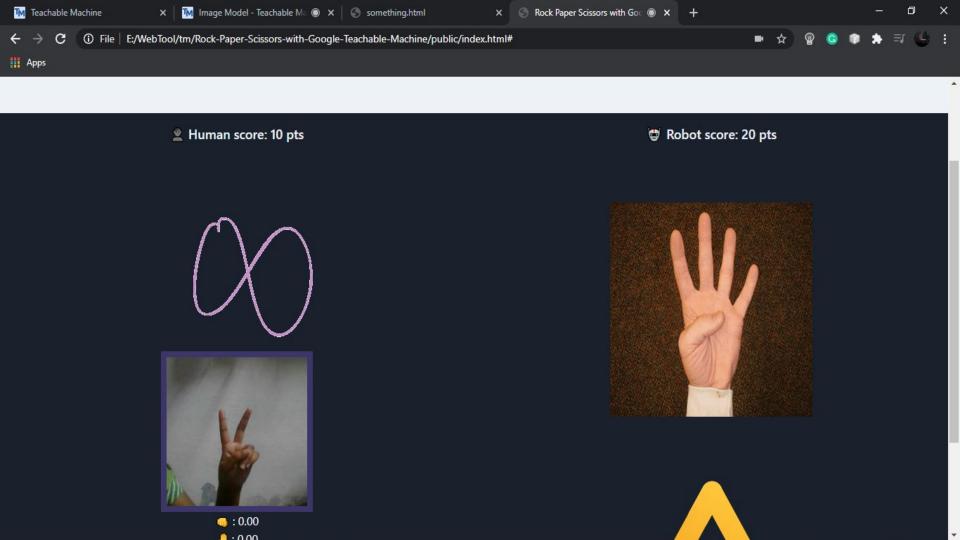
+ Add

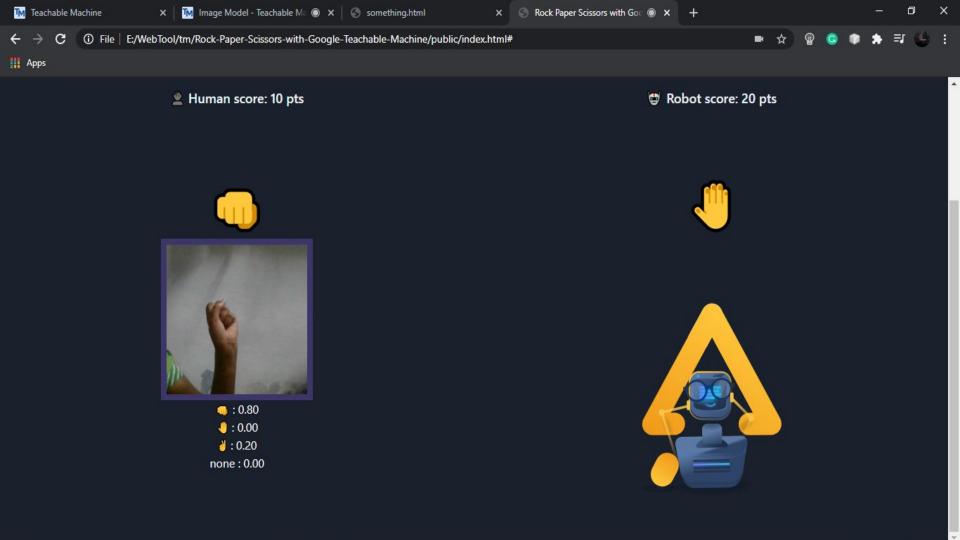


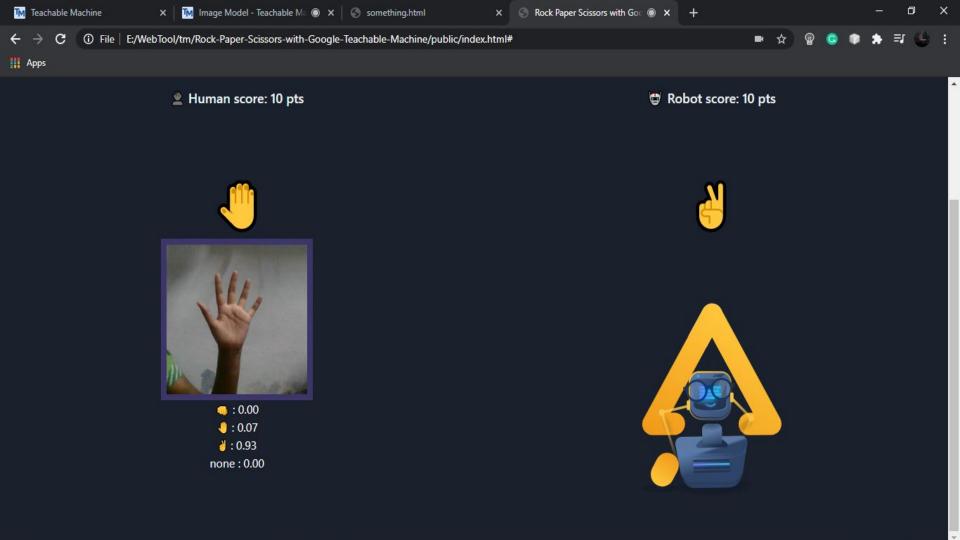
Posts

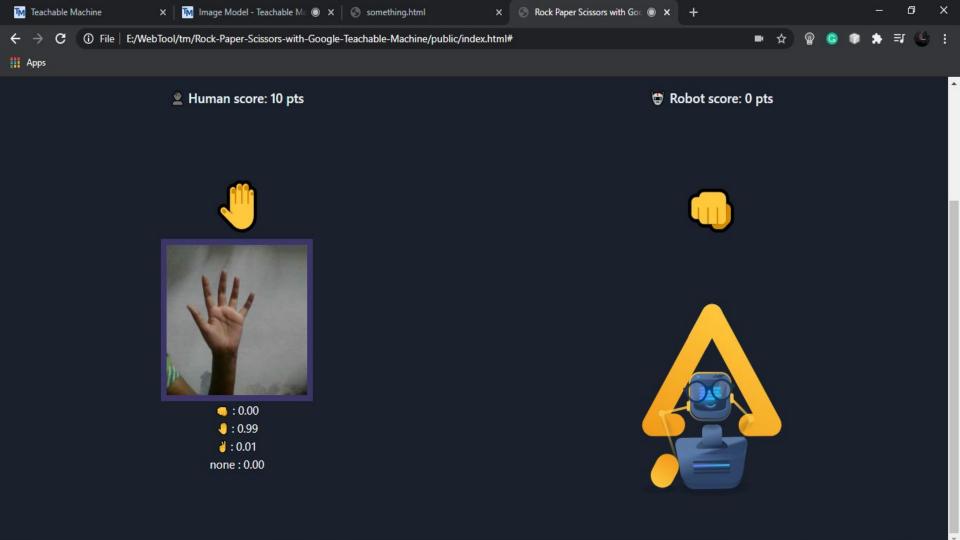


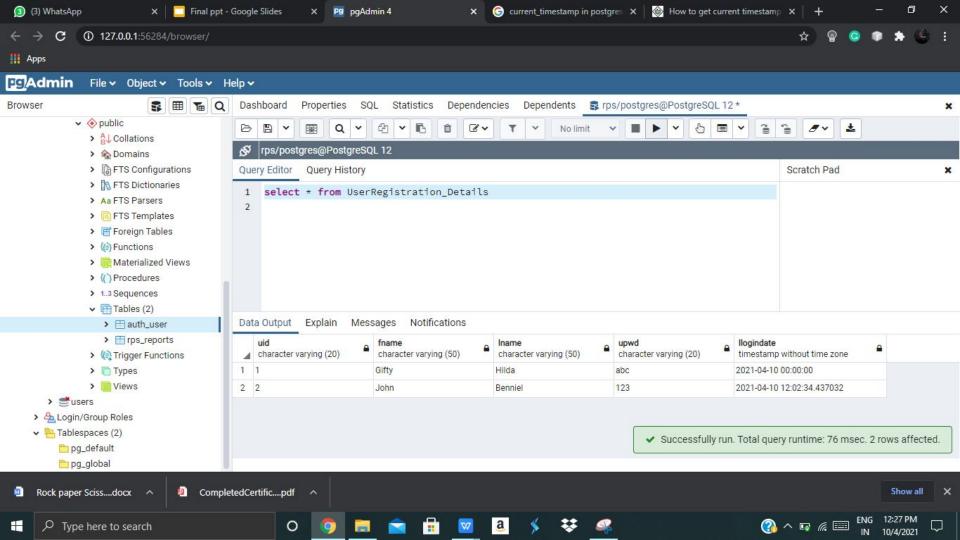


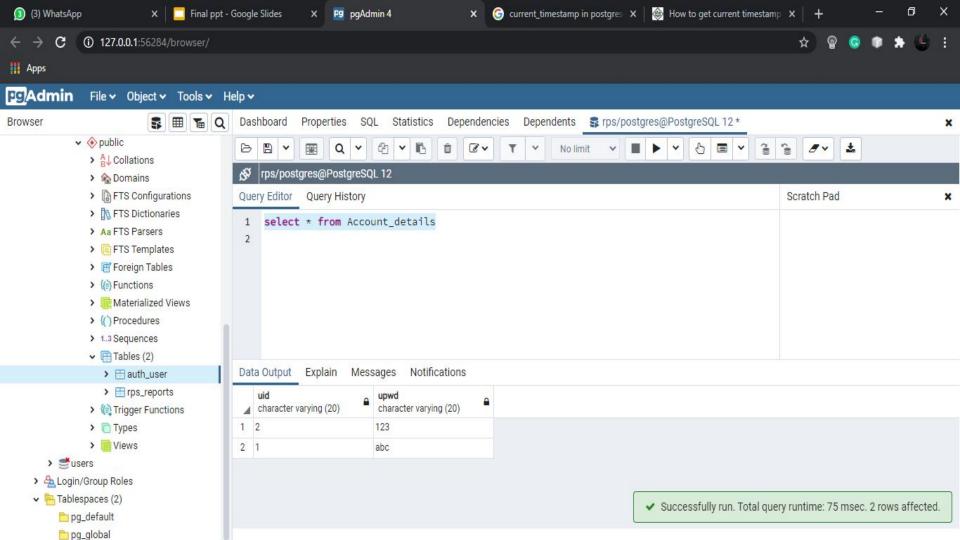


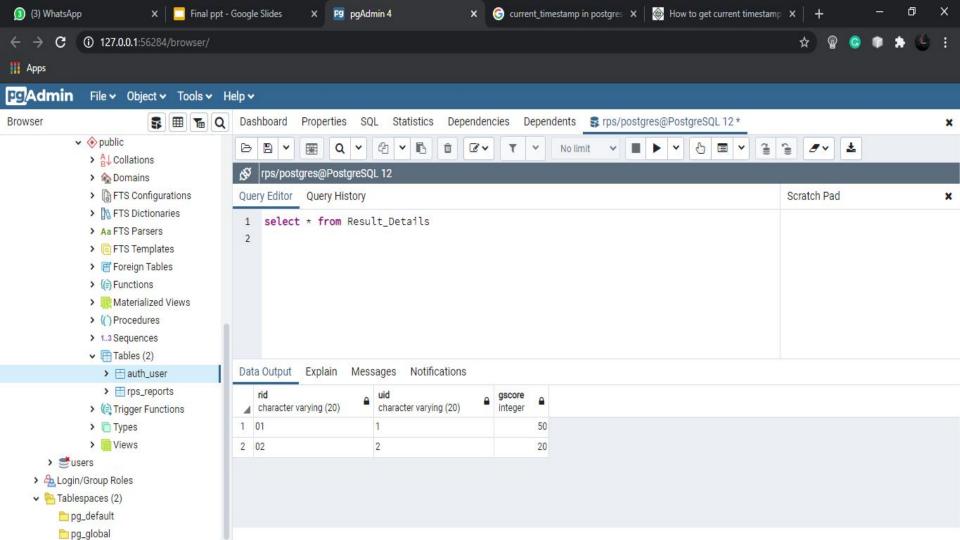












Conclusion

With the ever-increasing use of computer in the concern it is necessary to computerize the activities of the concern. By using this activities the computer reduces the workload of the user, increases the efficiency and the speed of generating outputs. A good amount of user-friendly features have been incorporated in the proposed system. And it is possible for any user to exploit this feature to get the maximum benefit. The programming techniques used to design the system provide a scope for the further expansion and implementation of changes, which may occur in the future.

Thank You