Software System Work

1. Mobile Application using Flutter, for the Game, when the user enters the game, it choose the Game mode between two modes: King, and Hand Ground Matcher, then it will be navigated to the Game Page, it upload hand image in case of king, and hand, and ground images on case of hand ground matcher, and it get the best thing to play.
2. Backend: Implemented using Flask API, gets the images, and game type, and returns the best play.
3. Docker: Containerized using Docker.
4. Google Cloud Platform VM instance for deploying the model.