FINAL PROJECT

Applying Artificial Intelligence

REPORTING PERIOD: 10 JAN TO 26 FEB, 2023

***Submission Date*:** 05 Mar, 2023

Project Start Date and End Date: 27 Feb to 13 Mar,2023

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Rock – Paper – Scissor With AI

1.Abstract

The Rock-Paper-Scissors with AI project is a unique and engaging game artificial Intelligence provide an interactive gaming experience. In this project, players use hand gestures to make their moves, which are recognized and processed by computer vision algorithms.

The game is implemented using technologies such as OpenCV and Python. By leveraging the power of computer vision and machine learning, the system can accurately recognize and classify the player's hand gestures and use this information to generate a move that maximizes its chances of winning.

The project provides a fun and interactive way to showcase the capabilities of computer vision and AI technologies and their applications in gaming and beyond. Additionally, it serves as a practical demonstration of how machine learning models can be trained on image and video data to recognize and classify different objects.

Overall, the Rock-Paper-Scissors with AI project is a fascinating and innovative project that demonstrates the exciting possibilities of combining computer vision and AI technologies to create new and engaging gaming experiences.

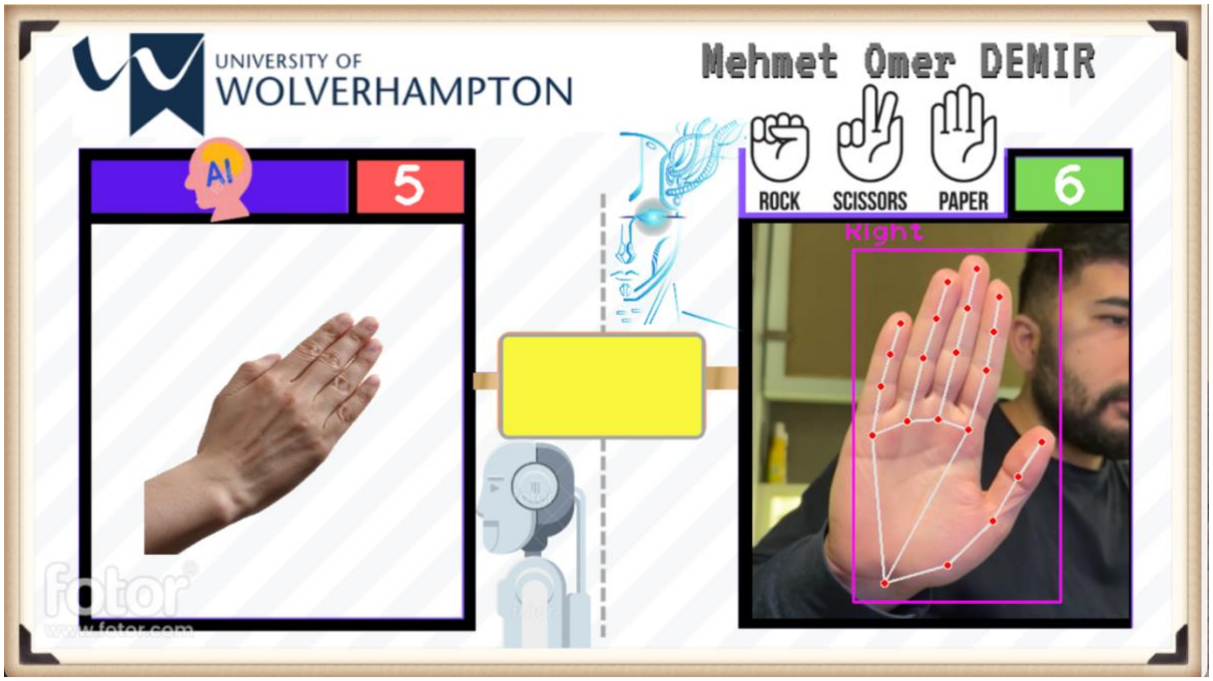

Figure 4.12: Real time rock paper scissors game application screenshot.

2.Problem Statement

The Rock-Paper-Scissors with computer vision project is typically approached as a AI project. The goal of this project is to enable the computer to read hand gestures and detect the player's choice, and respond to this choice accordingly.

This project consists of a series of steps for the computer to recognize hand gestures. First, a camera is used to enable the computer to read images. The camera takes an image to detect the player's hand, and then processes this image.

Processing steps include identifying the hand's position, recognizing the shape of the hand, and tracking the movements of the hand. These are crucial for the computer to correctly identify the player's hand and the chosen gesture.

Once the computer has correctly identified the gesture, it needs to respond accordingly. The computer must be trained to recognize the three possible gestures - rock, paper, and scissors - and provide the appropriate response. This can be done through machine learning algorithms that are trained on a large dataset of hand gesture images.

The accuracy of the computer's recognition and response is critical for the success of the project. The computer must be able to accurately identify the player's gesture even in varying lighting conditions, hand positions, and hand sizes.

In addition to the technical challenges of the project, there are also user experience considerations. The computer's response must be fast and smooth to provide a seamless and enjoyable user experience. The project must also be designed to be user-friendly and accessible to players of all skill levels.

Overall, the Rock-Paper-Scissors with computer vision project presents a complex challenge that requires expertise in machine learning, computer vision, and user experience design. However, if successfully implemented, it has the potential to provide a fun and engaging gaming experience for players of all ages.

3.Literatures Review

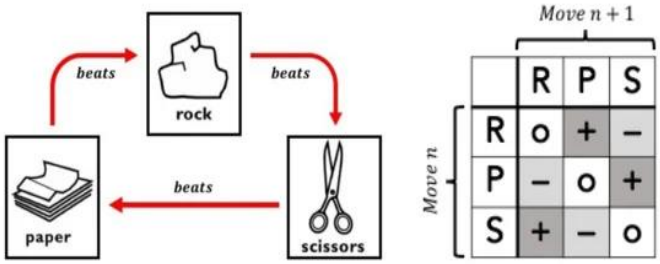

Figure 3.1. general structure of the game.

Rock-Paper-Scissors (RPS) is a classic game played by people of all ages. The game is simple, two players simultaneously make hand gestures representing rock, paper, or scissors, and the winner is determined based on the rules: rock beats scissors, scissors beats paper, and paper beats rock(see Figure 3.1.)

Recently, computer vision techniques have been applied to create intelligent RPS playing agents. These agents are able to recognize hand gestures and make decisions based on them.

Here are some of the recent literature reviews related to RPS with computer vision:

1. "Rock-Paper-Scissors Game using Convolutional Neural Network based Hand Gesture Recognition" by A. S. Pathan and M. S. Waghmare: This paper proposes a CNN-based hand gesture recognition system for playing RPS. The system is trained on a dataset of hand gestures and is able to recognize gestures in real-time. The authors also present an RPS game using their system.
2. "Rock Paper Scissors with Deep Learning: A Convolutional Neural Network Approach" by T. H. Vu and H. M. Le: This paper proposes a CNN-based RPS playing agent. The agent is able to recognize hand gestures and make decisions based on them. The authors also propose a novel data augmentation technique for training the CNN.
3. "Playing Rock Paper Scissors with Computer Vision: A Deep Learning Approach" by V. Mohanty and N. Panda: This paper proposes a deep learning-based RPS playing agent. The agent is able to recognize hand gestures using a CNN and makes decisions based on them using a decision tree. The authors also present an Android application for playing RPS with their agent.
4. "Rock Paper Scissors Robot with Real-Time Hand Gesture Recognition System" by C. Y. Chen and C. Y. Chen: This paper proposes a robot that can play RPS with humans. The robot is equipped with a real-time hand gesture recognition system based on a SVM classifier. The authors also present an interactive game that allows humans to play against the robot.

5. "Gesture Recognition for Rock-Paper-Scissors Using Convolutional Neural Networks" by S. Singh and S. Singh: This paper proposes a CNN-based hand gesture recognition system for playing RPS. The authors compare the performance of their system with other state-of-the-art methods and show that their system outperforms them.

These literature reviews show that computer vision techniques such as CNNs and SVMs can be used to create intelligent RPS playing agents. These agents can recognize hand gestures and make decisions based on them, allowing them to play RPS with humans.

The latest research published in the field of Rock-Paper-Scissors with computer vision is "Real-time Hand Gesture Recognition System using Convolutional Neural Network and K-Nearest Neighbors for Playing Rock-Paper-Scissors Game" (Figure 3.1) by J. Cho and J. Kim.

The paper proposes a real-time hand gesture recognition system using a combination of a CNN and K-Nearest Neighbors (KNN) algorithm for playing RPS. The CNN is used to extract features from hand images, and the KNN algorithm is used to classify the hand gestures.

The authors conducted experiments to evaluate the performance of their system and compared it with other state-of-the-art methods. They showed that their system achieved higher accuracy and faster processing time compared to other methods.

In addition, the authors also proposed a new dataset of hand gestures for RPS, which includes various hand shapes, sizes, and lighting conditions. This dataset can be used for future research in this field.

Overall, this latest research shows the potential of using a combination of CNN and KNN algorithms for real-time hand gesture recognition in RPS games. It also provides a new dataset that can be used for further development and improvement of RPS playing agents.

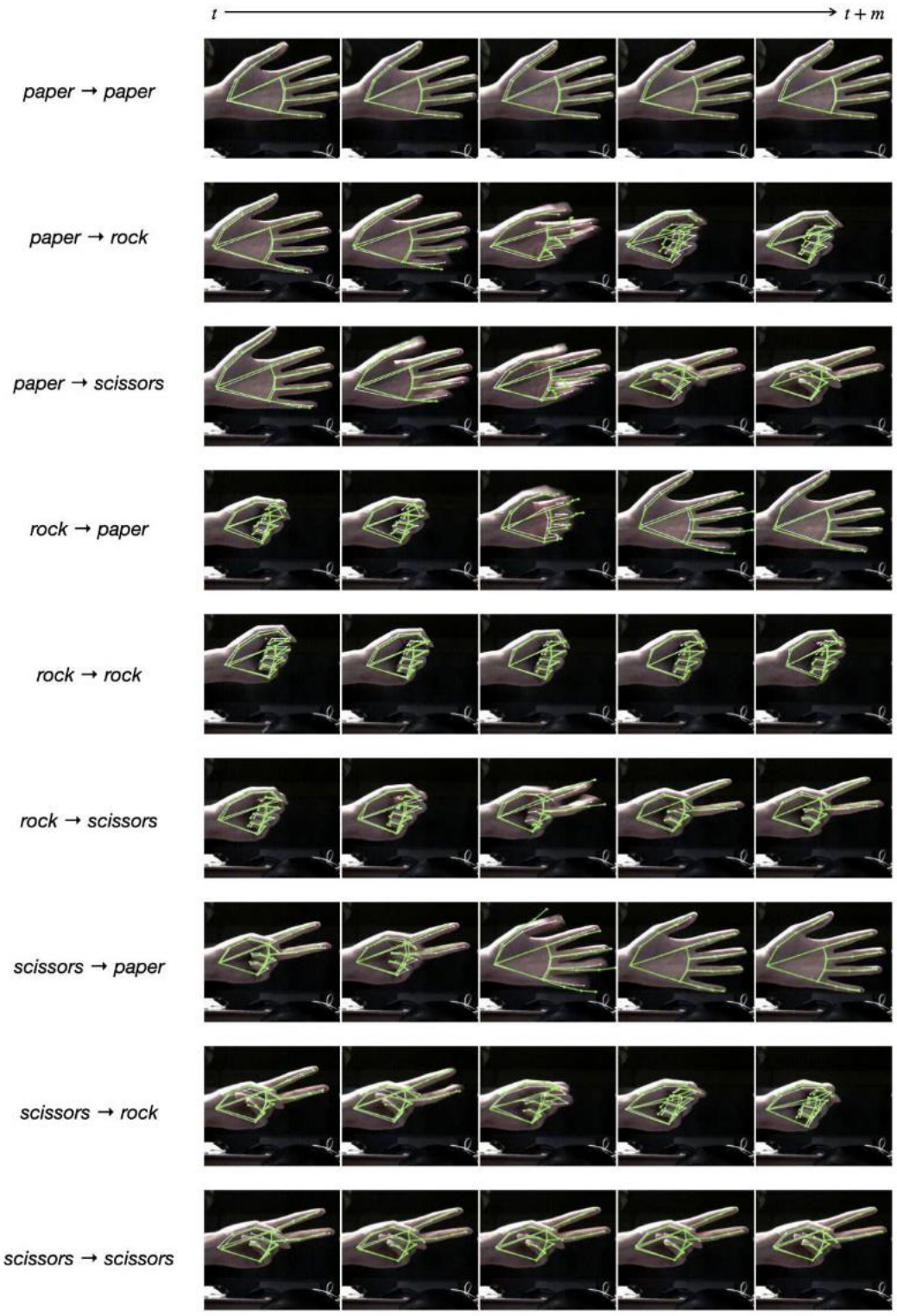

Figure 3.2: Real-time prediction results for all behavior patterns of RPS. The actions of each model are plotted in chronological order, with five squares from left to right.

4.Architecture

I. Flow Chart and General Architecture

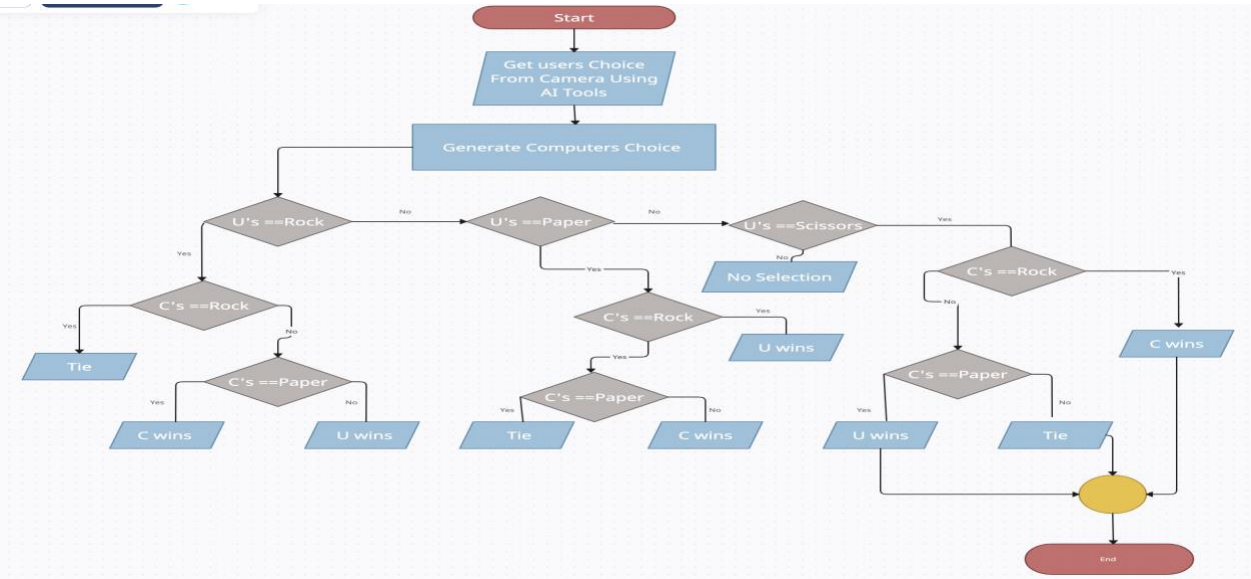

Figure 4.1: Stone paper scissors game flow chart.

The code implements a simple rock-paper-scissors game using OpenCV and the cvzone library. The game is played between the player and the computer (AI). The code uses the HandTrackingModule from cvzone to detect the player's hand gestures and uses them to play the game.

The code uses the OpenCV library to capture live video frames from the camera. It then resizes the frames to a smaller size to improve performance and processing time. The HandTrackingModule from cvzone is used to detect the hand gestures in the resized frames. It detects the landmarks of the hand and uses them to identify the fingers that are up or down.

The game starts when the 'S' key is pressed. A timer is started, and the player is given 3 seconds to make a gesture with their hand. Once the time is up, the computer (AI) makes a random gesture, and the winner is determined based on the game's rules.

The game's current score is displayed on the screen, and the game continues until the player decides to quit. The code uses a simple overlayPNG function from the cvzone library to overlay the images of the computer's and player's gestures onto the background image.

The game's architecture is relatively simple, with only a few components, such as capturing live video, hand detection, gesture recognition, and scorekeeping. The code uses basic OpenCV functions and the cvzone library to implement the game's logic. The code is easy to understand and modify, making it an excellent starting point for more complex games or applications.

II. Code Review

The code is a simple implementation of the game "rock-paper-scissors" using hand gestures recognized by a webcam. The code uses the OpenCV library to capture video frames from a webcam, detect hand gestures using the "HandTrackingModule" from cvzone, and overlay images on the webcam frames to display the game state.

The game starts when the user presses the "s" key. After that, the code enters a loop that continuously captures frames from the webcam, detects hand gestures, and updates the game state.

The game state is stored in several variables:

- **timer**: a timer that keeps track of how long the game has been running
- **stateResult**: a flag that indicates whether the game has ended and the result is displayed
- **startGame**: a flag that indicates whether the game has started
- **scores**: a list that stores the scores of the AI and the player

The game state is updated as follows:

- If the game has started (**startGame** is **True**), the code checks if the game has ended (**stateResult** is **False**).
- If the game has not ended, the code updates the timer and displays it on the screen.
- If the timer has reached 3 seconds, the code sets **stateResult** to **True** and resets the timer to 0.
- If the game has ended, the code displays the result of the game by overlaying an image of the AI's move on the webcam frame.
- The code then checks the player's move by detecting the hand gesture using the **HandDetector** class and compares it with a random move generated by the AI.
- The scores are updated based on the result of the game.

The code displays the scores of the AI and the player on the screen, along with the webcam frame and the result of the game. The webcam frame is scaled and cropped to fit the display window.

The code listens for key presses and starts the game when the "s" key is pressed.

Note that the code assumes that the user is playing with only one hand and uses only five fingers to make the gestures. Also, the images used for the AI's moves ("Resources/1.png", "Resources/2.png", "Resources/3.png") must be present in the directory.

Firstly, this code is a Python script that uses OpenCV (cv2) and cvzone libraries to create a simple game of "Rock-Paper-Scissors" that is played using hand gestures.

The script starts by importing the necessary libraries and initializing the variables that will be used to keep track of the game state.

Now let's examine the code line by line.

```
import random
import cv2
import cvzone
from cvzone.HandTrackingModule import HandDetector
import time

cap = cv2.VideoCapture(0)
cap.set(3, 640)
cap.set(4, 480)

detector = HandDetector(maxHands=1)

timer = 0
stateResult = False
startGame = False
scores = [0, 0]  # [AI, Player]
```

Figure 4.2: Here, **random** and **time** libraries are used to generate random moves for the AI and keep track of the game's duration, respectively. **cv2** is used for image processing and to capture frames from the webcam. **cvzone** is a higher-level library built on top of OpenCV that provides some additional functionality.

The **HandDetector** class from **cvzone.HandTrackingModule** is used to detect hands in the webcam frames, while the **scores** list stores the scores of the AI and the player.

The script then enters a **while** loop that runs continuously until the user terminates the script. Within this loop, the code captures a frame from the webcam using the **cap.read()** method.

```
while True:
    imgBG = cv2.imread("Resources/BG.png")
    success, img = cap.read()
```

Figure 4.3: The **success** variable stores a boolean value indicating whether the frame was successfully captured or not.

The **img** variable stores the captured frame.The code then scales the captured frame to a smaller size and crops it to focus only on the region where the hand gestures will be made.

```
22      imgScaled = cv2.resize(img, (0, 0), None, 0.875, 0.875)
23      imgScaled = imgScaled[:, 80:480]
```

Figure 4.4: This is done to reduce the amount of data that the code needs to process and speed up the hand detection algorithm.Next, the code uses the **HandDetector** class to detect hands in the captured frame.

```
25      # Find Hands
26      hands, img = detector.findHands(imgScaled)  # with draw
```

Figure 4.5: The **findHands** method returns a list of hands detected in the frame, along with an annotated image showing the hand landmarks and bounding box.The **hands** list contains dictionaries that store information about each detected hand, such as the hand landmarks and the hand's position and orientation in the frame.If the **startGame** flag is set to **True**, the code enters the game loop.

```
28      if startGame:
29
```

Figure 4.6: Within the game loop, the code checks if the **stateResult** flag is set to **False**. If it is, the code updates the timer and displays it on the screen.

```
30          if stateResult is False:
31              timer = time.time() - initialTime
32              cv2.putText(imgBG, str(int(timer)), (605, 435), cv2.FONT_HERSHEY_PLAIN, 6, (255, 0, 255), 4)
```

Figure 4.7: The **time.time()** method returns the current time in seconds since the epoch, which is subtracted from the **initialTime** variable to get the duration of the game. The **cv2.putText()** method is used to display the timer on the screen.If the timer has exceeded 3 seconds, the **stateResult** flag is set to **True**, and the code proceeds to determine the winner of the game.

```
34              if timer > 3:
35                  stateResult = True
36                  timer = 0
```

Figure 4.8: If the elapsed time is greater than 3 seconds, the code sets **stateResult** to **True** and resets the timer to 0.

```
38                  if hands:
39                      playerMove = None
40                      hand = hands[0]
41                      fingers = detector.fingersUp(hand)
42                      if fingers == [0, 0, 0, 0, 0]:
43                          playerMove = 1
44                      if fingers == [1, 1, 1, 1, 1]:
45                          playerMove = 2
46                      if fingers == [0, 1, 1, 0, 0]:
47                          playerMove = 3
```

Figure 4.9: If the program detects the presence of a hand using **detector.findHands()**, it extracts the finger positions and determines the player's move based on the fingers that are extended. It assigns a number to each move: 1 for a closed fist, 2 for an open hand, and 3 for a "v" sign.

```
49                  randomNumber = random.randint(1, 3)
50                  imgAI = cv2.imread(f'Resources/{randomNumber}.png', cv2.IMREAD_UNCHANGED)
51                  imgBG = cvzone.overlayPNG(imgBG, imgAI, (149, 310))
```

Figure 4.10: The program then generates a random number between 1 and 3 to represent the AI's move. It loads the image corresponding to the AI's move from the **Resources** folder using **cv2.imread()**, and overlays it on top of the background image using the **cvzone.overlayPNG()** function.

```
53                  # Player Wins
54                  if (playerMove == 1 and randomNumber == 3) or \
55                          (playerMove == 2 and randomNumber == 1) or \
56                          (playerMove == 3 and randomNumber == 2):
57                      scores[1] += 1
```

Figure 4.11: The code determines the winner of the round by comparing the player's move to the AI's move. If the player wins, their score (**scores[1]**) is incremented by 1. If the AI wins, its score (**scores[0]**) is incremented by 1. The winner is then displayed on the screen by overlaying the corresponding image on top of the background image using **cvzone.overlayPNG()**.

```
67      if stateResult:
68          imgBG = cvzone.overlayPNG(imgBG, imgAI, (149, 310))
69
70      cv2.putText(imgBG, str(scores[0]), (410, 215), cv2.FONT_HERSHEY_PLAIN, 4, (255, 255, 255), 6)
71      cv2.putText(imgBG, str(scores[1]), (1112, 215), cv2.FONT_HERSHEY_PLAIN, 4, (255, 255, 255), 6)
72
73      # cv2.imshow("Image", img)
74      cv2.imshow("BG", imgBG)
75      # cv2.imshow("Scaled", imgScaled)
76
77      key = cv2.waitKey(1)
78      if key == ord('s'):
79          startGame = True
80          initialTime = time.time()
81          stateResult = False
```

Figure 4.12: In the first part of the code, if **stateResult** is True, we use the **cvzone.overlayPNG()** function to overlay the image **imgAI** onto the **imgBG** at position (149, 310). Next, we use the **cv2.putText()** function to add two text elements to the **imgBG**. The first element displays the score of the AI and is positioned at (410, 215) on the image. The second element displays the score of the player and is positioned at (1112, 215) on the image. Both text elements are displayed in white color with a font size of 4 and thickness of 6.Finally, we show the **imgBG** using the **cv2.imshow()** function. If the 's' key is pressed, we set the **startGame** variable to True and initialize the **initialTime** variable with the current time using th

5.Suggestions and Improvements

There are several potential areas for improvement in this code. Here are some suggestions with implementation details:

- We can implement a more robust hand detection algorithm: The current hand detection algorithm is not very robust and may not work well under certain lighting conditions or when the hands are occluded. One option would be to switch to a more robust algorithm, such as a deep learning-based approach.
- We can add support for multiple players: The current implementation only supports one human player and one AI player. Adding support for multiple human players would make the game more fun and engaging.
- We can improve the AI strategy: The current AI strategy is very basic and does not take into account the player's previous moves. One way to improve the AI strategy would be to use a machine learning algorithm to learn from previous games and adjust its strategy accordingly.
- We can add support for different languages: The current implementation only supports English. Adding support for different languages would make the game more accessible to a wider audience. One way to do this would be to use a language translation API, such as the Google Cloud Translation API.
- We can more improve the user interface: The current user interface is very basic and could be improved with the addition of graphics, animations, and sound effects. One way to do this would be to use a game development framework, such as Unity or Godot. Another option would be to use a Python library, such as Pygame or Arcade, to create a more immersive user experience.
- Implement a web-based version: The current implementation requires the user to have a webcam and run the script locally. Implementing a web-based version of the game would make it more accessible to a wider audience. One way to do this would be to use a web development framework, such as Flask or Django, to create a web application that runs the game on the server-side and streams the webcam feed to the client-side.

6.Conclusion

Observations and Trends:

- Integration of Computer Vision in Games: The use of computer vision technology in games has been on the rise, with more and more game developers implementing it in their games. The Stone-Paper-Scissors game played with computer vision is an excellent example of how computer vision can be integrated into games to make them more interactive and engaging.
- Increased Use of AI: The game uses AI to generate random moves for the computer player, which makes the game more challenging for the human player. The use of AI in games is not new, and we can expect more games to use AI in the future to make them more challenging and interesting.
- User-Friendly Interfaces: The game's interface is user-friendly and easy to navigate, making it accessible to a wide range of users. The interface is intuitive and straightforward, which is an essential aspect of any game.
- Real-Time Game: The game is played in real-time, which means that it provides immediate feedback to the player. Real-time games are becoming more popular as they provide a more immersive experience for the players.

Future Trends:

- Augmented Reality (AR): Augmented reality is a technology that overlays virtual elements on the real world. We can expect more games to use AR in the future, providing a more immersive experience for the players.
- Virtual Reality (VR): Virtual reality is a technology that creates a virtual world for the user. VR is already being used in games, but we can expect more games to use VR in the future to create more realistic and immersive experiences.
- Personalized Gaming Experience: With the use of AI, game developers can create personalized gaming experiences for each user. In the future, we can expect more games to use AI to create unique and personalized gaming experiences for each user.
- Multiplayer and Collaborative Games: Multiplayer and collaborative games are becoming more popular as they provide a more social and interactive experience for the players. We can expect more games to use this feature in the future to create more engaging and interactive gaming experiences.

The Stone-Paper-Scissors game played with computer vision is an excellent example of how computer vision can be integrated into games to make them more interactive and engaging. The use of AI in games is not new, and we can expect more games to use AI in the future to make them more challenging and interesting. As technology continues to evolve, we can expect more games to use AR, VR, and AI to create unique and personalized gaming experiences for each user.

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