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import cv2
import cvzone
from cvzone.HandTrackingModule import HandDetector
import numpy as np

cap = cv2.VideoCapture(0)
cap.set(3, 1280)
cap.set(4, 720)

# Hand Detector
detector = HandDetector(detectionCon=0.8, maxHands=2)

# importing all images
imgBackground = cv2.imread("Resources/Background.png")
imgGameOver = cv2.imread("Resources/gameOver.png")
imgBall = cv2.imread("Resources/ball.png", cv2.IMREAD_UNCHANGED)
imgBat1 = cv2.imread("Resources/bat1.png", cv2.IMREAD_UNCHANGED)
imgBat2 = cv2.imread("Resources/bat2.png", cv2.IMREAD_UNCHANGED)

# variables
ballPos = [100, 100]
speedX = 30
speedY = 30
gameOver = False
score = [0, 0]

while True:
    _, img = cap.read()
    img = cv2.flip(img, 1)
    imgRaw = img.copy()

    # find the hand and its landmarks
    hands, img = detector.findHands(img, flipType=False)  # with draw

    # overlaying the background image
    img = cv2.addWeighted(img, 0.1, imgBackground, 0.9, 0.0)

    if hands:
        for hand in hands:
            x, y, w, h = hand['bbox']
            h1, w1, _ = imgBat1.shape
            y1 = y - h1//2
            y1 = np.clip(y1, 20, 415)

            if hand['type'] == "Left":
                img = cvzone.overlayPNG(img, imgBat1, (59, y1))
                if 59 < ballPos[0] < 59 + w1 and y1 < ballPos[1] < y1 + h1:
                    speedX = -speedX
                    ballPos[0] += 30
                    score[0] += 1
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            if hand['type'] == "Right":
                img = cvzone.overlayPNG(img, imgBat2, (1195, y1))
                if 1195-50 < ballPos[0] < 1195-30 and y1 < ballPos[1] < y1 + h1:
                    speedX = -speedX
                    ballPos[0] -= 30
                    score[1] += 1

    # Game over
    if ballPos[0] < 40 or ballPos[0] > 1200:
        gameOver = True

    if gameOver:
        img = imgGameOver
        cv2.putText(img, str(score[0]) + "-" + str(score[1]), (525, 350),
cv2.FONT_HERSHEY_COMPLEX, 2.5, (0, 0, 0), 5)

    else:
        # draw the ball
        img = cvzone.overlayPNG(img, imgBall, ballPos)

        if ballPos[1] >= 500 or ballPos[1] <= 10:
            speedY = -speedY

        ballPos[0] += speedX
        ballPos[1] += speedY

        cv2.putText(img, str(score[0]), (300, 650), cv2.FONT_HERSHEY_COMPLEX, 3,
(255, 255, 255), 5)
        cv2.putText(img, str(score[1]), (900, 650), cv2.FONT_HERSHEY_COMPLEX, 3,
(255, 255, 255), 5)

    img[580:700, 20:233] = cv2.resize(imgRaw, (213, 120))

    cv2.imshow("Image", img)
    key = cv2.waitKey(1)
    if key == ord('r'):
        ballPos = [100, 100]
        speedX = 30
        speedY = 30
        gameOver = False
        score = [0, 0]
        imgGameOver = cv2.imread("Resources/gameOver.png")
    elif key == ord('0'):
        exit(0)
```