PATTERN RECOGNITION USING REACT JS AND TENSORFLOW JS

# The idea is to build a game which can detect the moves of a user and on the basis of moves the player will play the game

Technology stack:-

React js

Tensorflow js

Python

Unity game engine

C#

C++

Links

# How to use tensorflow.js in react.js — Object Detection

<https://towardsdatascience.com/how-to-use-tensorflow-js-in-react-js-object-detection-98b3782f08c2>

video link - <https://www.youtube.com/watch?v=SksXKCdeWkM>

1. Unity for game development

https://www.youtube.com/playlist?list=PLI5KGtDrj4HVInyXdx5N2oYUAb9U7rJ4L