Structural Differences:

Event Listeners and DOMContentLoaded:

My-code: Uses document.addEventListener("DOMContentLoaded", function () { ... }); to ensure the DOM is fully loaded before executing any script.

Geeksforgeek Code: Directly calls the game() function, which internally sets up everything. It assumes the script is placed at the end of the body or wrapped in a DOMContentLoaded event listener elsewhere.

Encapsulation:

My-Code: Encapsulates logic for different actions (showing modals, starting the game, etc.) within the DOMContentLoaded event listener.

Geeksforgeek Code: Encapsulates the entire game logic within a single game() function, providing a more modular approach.

Functional Differences:

Player Name Handling:

My-Code: Handles player name input and session storage. It retrieves the player name from session storage, updates the display, and shows modals for entering and starting the game.

Geeksforgeek Code: Does not handle player name input or session storage. It focuses solely on the game logic.

Modals and Event Listeners for Buttons:

My-Code: Contains additional functions to show/hide various modals (nameModal, startGameModal, instructionsModal) and handles button clicks for these modals.

Geeksforgeek Code: Lacks modal handling logic and button event listeners for modals. It strictly manages the game interaction (rock, paper, scissors).

Game Logic:

My-Code: Integrates game logic inside the DOMContentLoaded event, handling player choices and determining the winner. It has a slightly more detailed implementation, including player choices being passed to the winner function.

Geeksforgeek Code: Is more focused on the game itself. It uses a separate playGame() function, where player choices and game over conditions are handled more cohesively within the game() function scope.

Game Over Handling:

My-Code: Contains a gameOver function that hides options, updates the result display, and sets up a reload button.

Geeksforgeek Code: Similarly, contains a gameOver function, but it is directly part of the encapsulated game() function, which might make it easier to manage state and transitions.

Summary:

My-Code: More comprehensive, includes user interaction, modal handling, and game logic. It uses session storage and manages the player's name and modals.

Geeksforgeek Code: Focuses on the game logic with a cleaner and more modular approach. It does not handle user interactions outside of the game itself.