Player 1 vs Player 2

After defining the hands and movements used in the game, we can now develop a function that allows two players to compete at the same time. As a result of this feature, two people may compete against one another with two parameters being provided to each of their hands at any one time.

Only when both hands are provided to the camera does the frame in the game begin operating, preventing the game from being started incorrectly. 0 is for stone, 1 is for paper, and 2 is for scissors in this function, which is used to forecast outcomes between two players. You might think of it like this: If there are two players with stones on either side, then it's an equal match. The same rules apply to all other circumstances. If there is a tie, 0 gets returned, while if the left player wins, then -1 gets returned, and if the right player wins, then 1 gets returned.

This cell also contains the variables that will be used in the game, such as keymax, thickness, regularization, and res count, and the start is set to false. The trigger code is equivalent to a stone and paper, which has to be shown through hands by each player at the beginning of the game to start. For the following one minute, the images are taken, and the maximum count of wins and losses for each player is returned, as well as the results of which players win. The code was restricted to a minute, which could be altered at any time, to prevent the loop from going on indefinitely.