Idea 1:

Create boxes around the player and track which boxes the players hands pass through

Idea 2:

Have the hands spawn points as they move and then points are rotated back to true (facing 0 degrees) scale to fit to size

Return the angle by finding the players rotation from 0 getting forward vector and vector ()

Compares pattern on left to right and up and down to find a best fit

Find the center of the points

Linear interpolate??/