

Worksheet planning: AI powered rock, paper, scissors game

Can you create a computer game of rock, paper, scissors that uses an AI to recognise hand gestures?

Here's some steps to follow.

First define and decompose the problem.

- What are the functional requirements? What are the constraints?
- Explain how you created and trained the model using Teachable machine. How well does it work? Did you analyse how well the AI model worked using data?
- Explain what the sketch does and how it integrates your model made in Teachable Machine.

What will the user experience look like?

- Draw a flow of screens to show how a user interacts with the game.

Sample code

- How will you modify the sample code (sketch) provided to gamify the program and provide the user experience?

Circle the features that you will use in your program.

Randomisation	Branching	Repetition
Functions	Variables	

Explain how your game is innovative and how well it works for a range of audiences...

What strategies will your group use to overcome coding challenges?