11DGT Practice #3 - Guessing Game



Objective - Must-Haves for A:

- 1. Create a computer program with the following:
 - Uses input and print
 - Uses if statements and while/for loops
 - Uses arrays[] like guesses = []
 - Commenting your code sensibly
 - Fill out the testing portion (paperwork)

The game rules are as follows:

- The CPU thinks of a number between 1 to 100 (Can use 35)
- The User tries to guess what it is
- The CPU will give a hint, if it's wrong, such as too high or too low.
- If the Player gets it right, the game ends!

Scoring:

- The user should only get 10 turns to find the right answer
- After 10 turns, the player should lose
- At the end of the game, they should get a summary of their guesses and what the answer was.

Example Outputs

Guess a number 1 Too low! Guess a number 2 Too low! Guess a number 3 Too low! Guess a number 4 Too low! Guess a number 5 Too low! Guess a number 6 Too low! Guess a number 7 Too low! Guess a number 8 Too low! Guess a number 9 Too low! Guess a number 11 Too low! Out of tries! The answer was 35

Guess a number 23 Too low!

Guess a number 99 Too high!

Out of tries!
The answer was 35
Your guesses were
5
3
4
8
6
24
89
6
4
21

Starter Code that may help you (The assessment will have 0 starter code):



Read practice task #1 if you're not sure why this is important to not use.

http://hilite.me/

Your version of the code:

Use the above link to highlight it nicely. Mr Chuang chose the Tango style colour.

PASTE YOUR CODE HERE

Testing and Debugging Procedures - Expected

Document expected inputs and outputs of the program.

Add more rows as needed.

Expected Input	Expected Output	Actual Output (Screenshot Evidence or copied from console)
Examples:		

Player enters 20	
Player enters 95	
Player uses 10 guesses	

Extra Features - More complete game

Valid Numbers Only:

• If the user guesses over 100 or below 1, it shouldn't count and take a turn.

Playing again:

• When the game ends, ask the user to play again

Special Message:

• If the player is particularly lucky and guesses it in the first go, print a special message just for them

Handle non-integer inputs:

• If the user enters weird things like "hello" or 3.141592654

Merit/Excellence

Talk to Mr Chuang or read the marking schedule.