Higher Lower Game

Scenario

You have a younger family member who loves the 'higher / lower' game so you decide to make a game that they can play whenever they want.

Features…

Your game should…

- Show the instructions to the users if they have not played the game before
- Ask the user how many rounds they want to play (infinite mode could also be an option)
- *Optional - Ask the user for the lowest and highest number to be used (ie: the range) <see below>*

- For each round…
- Either…
    o Generate a 'secret' number between 1 and 100 and then ask the user to guess the number.
    o *Generate a secret number between the high and low number chosen by the user*
- Ask the user to guess the secret number
- Tell the user if their guess is 'too high' or 'too low' until either the number has been guessed or the user has used tried to guess too many times*
  For the numbers between 1 and 100, allow 9 guesses. If users choose the range of numbers, calculate the number of guesses they should be allowed.
- If the user correctly guesses the number, the game should congratulate them.
- If they run out of guesses, they should be told that they have lost the round and the mystery number should be revealed.
- Ideally the game should be set up so that users can't guess the same *wrong* number twice.

- At the end of the game, users should be shown their game history
- They should also be shown the following statistics…
    o Best score
    o Worst score
    o Average score
- Finally, the user should be asked if they would like to play another game (ie: start the process from the beginning)