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…
  + Generate a ‘secret’ number between 1 and 100 and then ask the user to guess the number.
  + ***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…
  + Best score
  + Worst score
  + Average score
* Finally, the user should be asked if they would like to play another game (ie: start the process from the beginning)