Most of what I learned doing the project was file management and learning to not repeat myself. For file management, I learned that you need to pass "a" through fopen to be able to append to an existing file. For general code, I learned to make functions so as to not repeat myself. For example, I put giving hints as a separate function to not have to separately print hints after each attempt. In debugging my code, I've learned to make variables for min, max, and maxguesses to be able to check if my logic is working properly. By reducing the range of the generated number, and giving myself more guesses, I was able to see if the code flowed through my control structures as intended.

Examples:

```
Enter your Username: Jonathan
Jonathan, you will have 7 tries to guess a number between -100 and 100.
Guess the number: 23
Wrong number, guess again. High Guess
4
Wrong number, guess again. High Guess
5
Wrong number, guess again. High Guess
6
Wrong number, guess again. High Guess
7
Wrong number, guess again. High Guess
-3
Correct, you got it in 6 guesses!
antran@Anthonys-Air CS 3377 % 
```

```
Wrong number, guess again. High Guess
0
Wrong number, guess again. High Guess
-50
Wrong number, guess again. High Guess
-70
Wrong number, guess again. High Guess
-90
Wrong number, guess again. High Guess
-99
Wrong number, guess again. Low Guess
-95
Sorry, you did not manage to guess within 7 tries.
The correct number was: -94%
antran@Anthonys-Air CS 3377 % 
```

```
≡ game_report.txt
  1     Username: Jonathan, Score 6
  2     Username: Amir, Score failed
```