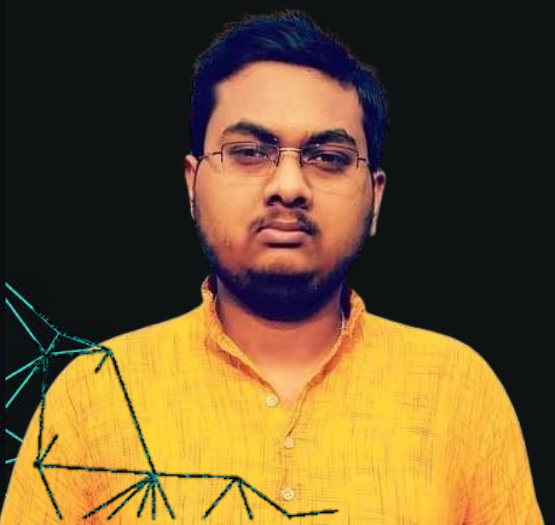
TASK-1 (EASY)

UNIcompiler

>>Number Guessing Game

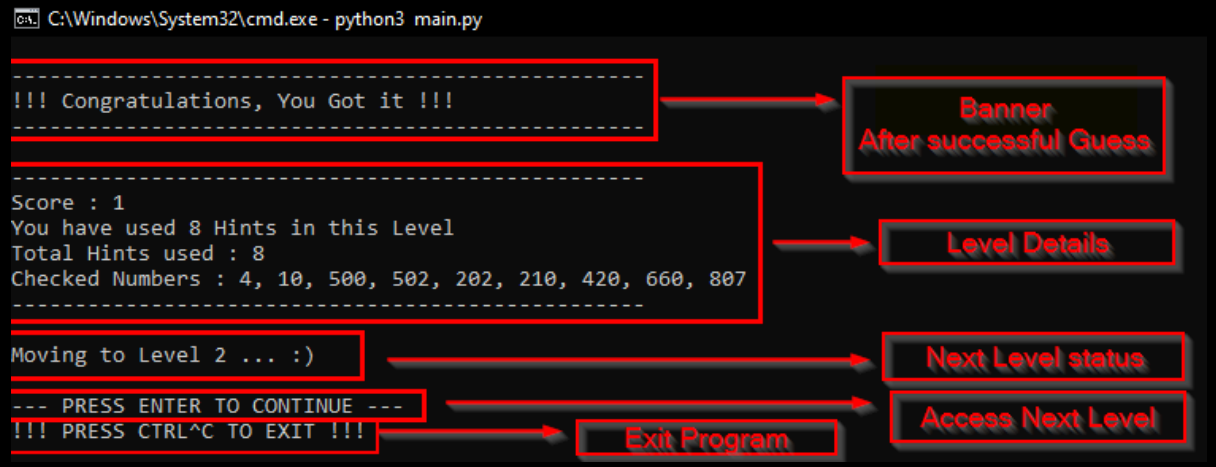
>> Arijit Bhowmick

>> [Internship Project]



>> App Visual Design

[1] Basic CLI (Command Line Interface) Design



[2] Clearing Command Line Interface to get next Print Statement

>> App Logic Design

- With Each **Correct Guessing** in each Level, **Total Score** is increased by the number of Current Level
  - Example in Correct Guessing Scores with be like :
    - **Level 1** -> 1
    - **Level 2** -> <Current Score> + 2
    - **Level 3** -> <Current Score> + 3
    - And so on …
- With Each **Revealed Hint** or **Incorrect Guess, 1 point** is deducted from **Current Score Points** through out the Game
- **Guess generation Types [for Random Number]:**
  - Check for Prime Number
  - Check for Even or Odd Number
  - Check for Nearest Greater Than Value
  - Check for Nearest Lower Than Value
  - Check for Random Number Length
  - Check for divisible Values
  - Check for Multiple Values
  - Less Than / Greater Than Check
- Unlimited Level Counts
- Ctrl+C to Exit the Game

>> Testing

- **OS** : Windows 10 Home 64 Bit Single Language
  Ubuntu 20.04.4 LTS 64 Bit
- **Test System Resources** : RAM : 16 GB DDR4
  Processor : AMD Ryzen 5 3550H with Radeon Vega Mobile Gfx
- **Min System Resource** : 6 MB RAM

>> Source Codes

- GitHub Repository:

https://github.com/Arijit-Bhowmick/Number_Guessing_Game-Internship_UNIcompiler