

Project 12: Number Guessing Game

Description

This project is a Number Guessing Game where the computer selects a random number between 1 and 100, and the player attempts to guess it. The game provides feedback on whether the guess is too high or too low and allows the player a limited number of attempts based on the selected difficulty level. The game concludes when the player guesses the number correctly or exhausts all attempts.

Key Technologies

- **Python:** Used for implementing the game logic, handling user input, and generating random numbers.
- **Random Module:** Utilized to select a random number for the player to guess.
- **Concepts Covered:** Conditional statements, loops, user input handling, and basic game mechanics.
- **Unique Features:** Adjustable difficulty levels with varying numbers of attempts and interactive feedback for player guesses.