**User Story**

The system shall make subsequent guess dependent upon user input

1. The use case begins when… the user indicates whether the initial guess is
   1. higher than the number chosen
   2. equal to number chosen
   3. lower than the number chosen
2. Case (a) higher than.
   1. The System responds by selecting the lower range
   2. The System further responds by calculating the midpoint of the lower range
   3. The System further respond by displaying the subsequent guesses + (2) the number of the subsequent guess;
3. Case (b) equal to
   1. The system respond by notifying that the user is correct.
   2. The system further respond by asking if the user wants to end or replay the game;
4. Case (c) lower than
   1. The system responds by selecting the higher range.
   2. The system further responds by calculating the midpoint of the upper range.
   3. The system further responds by displaying the subsequent guess + (2) the number of the subsequent guess.2