Task

Create a ASP.net Core application.

When the web application restarts, all information may be restored to the initial situation.

Home screen (7p)

When you launch the web application, a round button appears in the middle with a dark gray border of 5 pixels and a silver-gray fill color.

At the top, a large title appears that reads "Guns of the Old West."

Add a slight gradient to the background of the web application. Choose which color yourself.

Below the button is the text "12 more bullets".

Every time you click on the button, you use one bullet and the text is also adjusted.

Each time the button is clicked, a random number is chosen between 0 and 10.

When the number is 0, 1, 2, or 3, the enemy has been hit and you proceed to the winner's page.

When the number is higher than 3, nothing happens and you can fire again.

When the number of bullets has become 0 and you click on the button, you go to the sales page.

Winner screen (6p)

On this screen, the text "Sniper!" will appear.

You will receive a form to enter your first name, last name, email address and telephone number. These fields cannot be empty. Email address must be validated. Below the form is a "Submit" button.

When you submit the form, you'll be taken to the summary page. At

the bottom, there's a button to return to the home screen.

When you get back to the home screen, you should still have the correct number of bullets as before.

Summary screen (3p)

On this screen you show the first name, last name, email and telephone number of the completed form. Also show the date when the form was submitted.

Also write your own name at the bottom of a small "About the author" block.

At the bottom, there's a button to return to the home screen.

Reload screen (4p)

On this screen, there are 3 buttons next to each other to buy new bullets. Make sure that the buttons are the same width and that they remain the same ratio as the screen expands or shrinks. When you work on a small screen, they can be placed below each other.

These buttons are rectangular with the same style as the button on the home screen.

- The first button has the text "Buy 2 bullets for €1"
- The second button reads "Buy 7 bullets for €4"
- The third button says "Buy 12 bullets for €7"

When you click on one of the buttons, you go back to the main screen and you get back as many bullets as the button you clicked.

Random function

To choose a random number, you can use the Random function as shown in this example:

```
Random random = new Random();

int randomNumber = random. Next(0, 100);
```