



Project: Guess the number

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Introduction

This project is a game where the user must guess a number between one and one hundred. The game tells the user if the number is higher or lower than their guess.

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Project Brief

Project Name

Guess the number.

Project Objectives

- **Create an Interactive User Interface:** Develop a user-friendly interface using HTML and CSS to facilitate user input and display feedback.
- **Implement Game Logic:** Use JavaScript to generate a random target number between 1 and 100. Develop a function to compare user guesses with the target number and provide feedback on whether the guess is too high, too low, or correct.
- **Enhance User Experience:** Provide clear instructions and feedback to guide the user through the game. Display the number of attempts taken to guess the correct number, adding a competitive element.
- **Error Handling and Validation:** Implement validation to ensure that user inputs are within the specified range (1 to 100) and handle non-numeric inputs gracefully..

Target Audience

Individuals looking for a quick and simple game to pass the time and enjoy a light challenge.

Technologies Used:

- **HTML:** Structure of the game interface.
- **CSS:** Styling and layout of the game elements.
- **JavaScript:** Game logic and user interaction handling.

Competitors (References)

- [Math is fun](#)
- [Numguessr](#)
- [Guess the number game](#)

Preferred websites

- [Math is fun](#)

Disliked websites

- [Numguessr](#)
- [Guess the number game](#)

Delivery date

Friday, July 24, 2024.

[Design](#)

[Repository](#)