***(Googol Inc) EECS 1012 Phase 1***

# Names

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# Project Name

WeGuessTheNumber

# Project description

WeGuessTheNumber is the reverse of a standard guess the number game. Our group will employ a binary search algorithm or random displacement (50% random chance of each) to find the number the user is guessing. We plan to have three buttons, labelled “Yes,” “Lower,” and “Higher.” The “Yes” button is used when the computer successfully guesses the user’s number, which will then lead to a page showing how many attempts the computer had at guessing and a button that allows the user to retry the website again. The “Lower” and “Higher” buttons lets the computer know that the number is greater/lower than its current guess and determine a new higher/smaller guess. The user can also choose the range by inputting it into the website.

# Functional Requirements

* Users will be displayed the description of the project
* The user may begin by clicking on a button labelled “Start.”
* Users will be prompted with a text box where they input a number
* The program displays a guess for the user
* The count is displayed to the user of how many guesses the program is on
* The user can press the “lower” and “higher” button if the computer’s guess is lower or higher than their guess
* The user will have access to a button labelled “correct” If the user’s number is guessed correctly
* When the buttons “higher” or “lower” is clicked, the program generates a new guess with the midpoint.
* After every new guess, the guess count will increase by one.
* When the button “correct” is clicked, the program terminates and displays the user the option to restart the program.
* *Shows the user list of numbers the bot guessed on its way to the answer*
* *Show the user graph*
* *It could prompt the user from Arcade mode or precise mode.*
* *Could save the score in a file and show the score and user number for a “high score” table.*

*Italics are possible optional features*