1. Create a number\_guessing\_game folder in the project folder for your program **XXX**
2. Create number\_guess.sh in your number\_guessing\_game folder and give it executable permissions **XXX**
3. Your script should have a shebang at the top of the file that uses #!/bin/bash **XXX**
4. Turn the number\_guessing\_game folder into a git repository **XXX**
5. Your git repository should have at least five commits **XXX**
6. Your script should randomly generate a number that users have to guess **XXX**
7. When you run your script, you should prompt the user for a username with Enter your username:, and take a username as input. Your database should allow usernames that are 22 characters **XXX**
8. If that username has been used before, it should print Welcome back, <username>! You have played <games\_played> games, and your best game took <best\_game> guesses., with <username> being a users name from the database, <games\_played> being the total number of games that user has played, and <best\_game> being the fewest number of guesses it took that user to win the game **XXX**
9. If the username has not been used before, you should print Welcome, <username>! It looks like this is your first time here. **XXX**
10. The next line printed should be Guess the secret number between 1 and 1000: and input from the user should be read **XXX**
11. Until they guess the secret number, it should print It's lower than that, guess again: if the previous input was higher than the secret number, and It's higher than that, guess again: if the previous input was lower than the secret number. Asking for input each time until they input the secret number. **XXX**
12. If anything other than an integer is input as a guess, it should print That is not an integer, guess again: **XXX**
13. When the secret number is guessed, your script should print You guessed it in <number\_of\_guesses> tries. The secret number was <secret\_number>. Nice job! and finish running **XXX**
14. The message for the first commit should be Initial commit **XXX**
15. The rest of the commit messages should start with fix:, feat:, refactor:, chore:, or test: **XXX**
16. You should finish your project while on the main branch, your working tree should be clean, and you should not have any uncommitted changes **XXX**