**EECS 1012 Final Project**

**Requirements**

Pirate’s Luck

**Byte Buccaneers**

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**Description**

For this project the application will randomly formulate a number between 1 and x, with the end range of x varying by the difficulty modes chosen by the user to be grow as the difficulty increases. The user will enter the amount of tries they want to limit themselves to and if they successfully guess the number, they get added to the local leaderboard to display their guessing prowess at finding the One Piece (our version). If the user failed to guess the number within the given number of tries then they will get a message showing that they failed and be prompted for a new number of tries to start again.

**Functional Requirements**

* Server creates and stores a random number as guessing goal
* Website has a generally blue/purplish colour scheme
* Based in React
* Hosted with Vercel for ease of access/Run locally
* Take input from user for each guess using dynamic field
* Check if their guess is correct
* Top of page has a progress bar for guess amounts
* Take input of how many tries the user would like
* Easy, Medium, Hard, and Extreme modes for difficulty
* Get user name on winning for leaderboard