



You are asked to implement a Hi-Lo game

The principle of the game is as follows:

1. The system chooses a number between [Min; Max] (the mystery number)
2. The player proposes a number between [Min; Max]
3. If the player's proposal is not the mystery number, the system tells the player whether:
 - a. HI: the mystery number is $>$ the player's guess
 - b. LO: the mystery number is $<$ the player's guess

And the player plays again.

4. The goal of the game is to discover the mystery number in a minimum of iterations.

Finally, you are asked to add a multiplayer concept to the game. Think of this request as an opportunity to show us that you can design a solution.

The choice of technology to be used is free; .NET technologies are to be preferred if possible.

