```html
1  <!DOCTYPE html>
2  <html>
3  <head>
4  <meta charset="utf-8">
5  <title>Number Guessing Game with Graphics</title>
6
7  <style type="text/css">
8
9  #stage
10 {
11    width: 300px;
12    height: 33px;
13      position: relative;
14 }
15
16 #scale
17 {
18    width: 300px;
19    height: 33px;
20    position: absolute;
21    top: 0px;
22    left: 0px;
23    background-image: url(images/scale.png);
24 }
25
26 #arrow
27 {
28    width: 17px;
29    height: 22px;
30    position: absolute;
31    top: 0px;
32    left: 0px;
33    background-image: url(images/arrow.png);
34
35    /*Transition*/
36    -webkit-transition: left 0.5s ease-out 0s;
37    -moz-transition: left 0.5s ease-out 0s;
38    transition: left 0.5s ease-out 0s;
39 }
40
41 </style>
42
43 <div id="stage">
44    <div id="scale"></div>
45    <div id="arrow"></div>
```

```
46  </div>
47
48  <p id="output">I am thinking of a number between 0 and 99.</p>
49  <input id="input" type="text" placeholder="Enter your guess…">
50  <button>GUESS</button>
51
52  <script type="text/javascript">
53
54  //Game variables
55  var mysteryNumber = 50;
56  var playersGuess = 0;
57  var guessesRemaining = 10;
58  var guessesMade = 0;
59  var gameState = "";
60  var gameWon = false;
61
62  //The input and output fields
63  var input = document.querySelector("#input");
64  var output = document.querySelector("#output");
65
66  //The button
67  var button = document.querySelector("button");
68  button.style.cursor = "pointer";
69  button.addEventListener("click", clickHandler, false);
70
71  //The arrow
72  var arrow = document.querySelector("#arrow");
73
74  function render()
75  {
76    //Position the arrow
77    //Multipy the players guess by 3 to get the
78    //corrent pixel position on the scale
79    arrow.style.left = playersGuess * 3 + "px";
80  }
81
82  function clickHandler()
83  {
84    playGame();
85  }
86
87  function playGame()
88  {
89    guessesRemaining = guessesRemaining - 1;
90    guessesMade = guessesMade + 1;
```

```javascript
 91      gameState = " Guess: " + guessesMade + ", Remaining: " + guessesRemaining;
 92
 93      playersGuess = parseInt(input.value);
 94
 95      if(playersGuess > mysteryNumber)
 96      {
 97        output.innerHTML = "That's too high." + gameState;
 98
 99        //Check for the end of the game
100        if (guessesRemaining < 1)
101        {
102          endGame();
103        }
104      }
105      else if(playersGuess < mysteryNumber)
106      {
107        output.innerHTML = "That's too low." + gameState;
108
109        //Check for the end of the game
110        if (guessesRemaining < 1)
111        {
112          endGame();
113        }
114      }
115      else if(playersGuess === mysteryNumber)
116      {
117        gameWon = true;
118        endGame();
119      }
120
121      //Update the graphic display
122      render();
123 }
124
125 function endGame()
126 {
127      if (gameWon)
128      {
129        output.innerHTML
130          = "Yes, it's " + mysteryNumber + "!" + "<br>"
131          + "It only took you " + guessesMade + " guesses.";
132      }
133      else
134      {
135        output.innerHTML
```

```
136          = "No more guesses left!" + "<br>"
137          + "The number was: " + mysteryNumber + ".";
138      }
139  }
140  </script>
141  </head>
142  <body>
143  </body>
144  </html>
```