EECS 1012 GROUP PROJECT PROPOSAL

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***Project Name:*** The Number Akinator

***Project description***

*‘The Number Akinator’* is a standard guess the number game. Our group will create a code to come up with a number for the user to guess. We will have a button used when the user correctly guess the computers number, which will then lead to a page showing how many attempts the user had at guessing and a button that allows the user to retry the website again. The computer will let the user know whether the number is greater/lower than the user’s guess for the user to determine a new higher/smaller guess.

**Bullet lists:**

**Number input:**

* Can only enter a number
* Does not accept decimal number
* Number can not be over 100, or below 1. (a>=1 || a<=10)
* Met with error if any of these tried

**Other:**

* Accepts user’s name and prints it out
* Increments points for the game
* Creating an attempt section, adds number to it then outputs to the user
* A navbar to navigate instructions and game
* Reaches 10 points, the user wins and page changes to play again?
* The give up button reduces a point if you use it