GitHub: <https://github.com/Jeyjega/guess-game-jegathees>

Demo: https://jeyjega.github.io/guess-game-jegathees/

Index.html

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta http-equiv="X-UA-Compatible" content="IE=edge">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<link href="https://fonts.googleapis.com/css2?family=Barlow+Semi+Condensed:wght@500;600&display=swap" rel="stylesheet">

<link rel="stylesheet" href="d2.css">

<script src="script.js" defer></script>

<title>Guess Game</title>

</head>

<body>

<div class="container">

<div class="game">

<input class="inp-box" type="number" id="guessNumber" /></div><hr>

<button id="btn"><b>Check</b></button>

<div class="rem-text" id="remainTurn"><b>Remaining Turn: 10</b></div>

<div class="strt"id="message"><b> Start Guess</b></div>

<div class="balance"id="previousNumber"><b>Previous number: 0</b></div>

</div>

</div>

</body>

</html>

Script.js

const btn = document.querySelector("button")

const guessNumbers = document.querySelector("input")

const balanceTurn = document.querySelector("#remainTurn")

const gMessage = document.querySelector("#message")

const previousNumber = document.querySelector("#previousNumber")

let remainingTurn = 10;

let systemNumber = 15;

let previouslyGuessNumber= 0;

let message = "";

btn.addEventListener("click", (e) => {

e.preventDefault()

btn.textContent = "Check Number"

function guessNumber() {

if (remainingTurn <= 10 && remainingTurn > 1) {

if (systemNumber > guessNumbers.value) {

message = "Too Low"

gMessage.textContent = `Message: ${message}`

remainingTurn = remainingTurn - 1

balanceTurn.textContent = `Remaining Turn : ${remainingTurn}`

previousNumber.textContent = `Previous number: ${guessNumbers.value}`

} else if (systemNumber < guessNumbers.value) {

message = "Too High"

gMessage.textContent = `Message: ${message}`

remainingTurn = remainingTurn - 1

balanceTurn.textContent = `Remaining Turn : ${remainingTurn}`

previousNumber.textContent = `Previous number: ${guessNumbers.value}`

} else {

message = "You Won!!!"

gMessage.textContent = `Message: ${message}`

reset()

}

} else {

message = "Game Over"

btn.textContent = "Try Again"

reset()

}

guessNumbers.value= ""

return message

}

guessNumber()

})

function randomNumbers() {

return Math.trunc(Math.random() \* 100) + 1

}

function reset(){

btn.textContent = "Restart Game"

systemNumber = randomNumbers()

remainingTurn = 10

balanceTurn.textContent = `Remaining Turn : ${remainingTurn}`

previousNumber.textContent = `Previous number: 0`

}

Style.css

\*{

margin:0;

padding:0;

}

.container{

padding: 23%;

background-color: black;

}

.inp-box{

width: 50%;

height:50px;

color:black;

border-radius:10px 10px 10px 10px;

background-color: aquamarine;

}

button{

background-color: aqua;

border-radius: 30px 30px 30px 30px;

width:30% ;

font-family: 'Courier New', Courier, monospace;

font-weight: 400;

font-size: bolder;

height: 30px;

}

.rem-text{

margin-top: 20px;

color: white;

}

.strt{

margin-top: 20px;

color: white;

}

.balance{

margin-top: 20px;

margin-left: 25%;

color: black;

background-color: antiquewhite;

border-radius:10px 10px 10px 10px;

}