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CSCI-400
Bash: Number Guess Game

Goal: Create a number guessing game that detects when the user has guessed the number correctly

Requirements:

- A range of numbers is given to the user or inputted by the user
 - Range is displayed
- The program asks the user for a guess until they input the correct number
- Counts how many guesses (inputs) the user uses to guess the correct number
- Displays the number of guesses used by the user

Example Output:

```
Welcome to Number Guess!. What is your name? Brandon
Hello Brandon. This is a number guessing game starting at 1. Below we will have you enter the highest number you want
to use.
Enter the highest number: 30
You have entered a range of 1 to 30
Enter your guess: 15
Your guess is too high. Try again:
Enter your guess: 10
Your guess is too high. Try again:
Enter your guess: 5
Your guess is too high. Try again:
Enter your guess: 4
Your guess is too high. Try again:
Enter your guess: 3
Your guess is too high. Try again:
Enter your guess: 2
It took 6 tries to guess 2.
```