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| **Project Title:**  Guess the Number | | | | |
| **Project Description:**  The project our group has decided to make is a guessing game app. The app allows the user to enter their username, and pick a difficulty from 1 to 10, 1-50, and 1-100. The user is then asked to select the number of attempts they would like from a range of 5, 10, and 15. The user enters a guess, from the given range. Every correct guess, the screen displays that the user has guessed correctly, every incorrect guess the screen displays that the user has guessed incorrectly. After the user makes their last guess, the app will congratulate the user if their guess rate was 50% or above, or display “Better luck next time” if their guess rate was 49% or less. Lastly the app will ask the user if they want to play again. | | | | |

**Functions Requirements:**

* Ask the user to enter a username
  + The username must be unique.
* Ask the user to pick a difficulty
  + Easy (1 - 10)
  + Medium (1 - 50)
  + Hard (1 - 100)
* User selects a color theme
* Ask user to select the amount of attempts
* The user is asked to enter a number
* Displays if the user guessed correctly or incorrectly
* Display the correct number after all attempts have been made
* Displays the amount of guesses the user has made
* Congratulates the user if their score has a guess rate of 50 % or above
* Better luck next time if the user score has a guess rate of 49% or less
* Ask the user if they want to play again