**GUESS A MAGIC NUMBER**

**Introduction**: The player launches the program. Upon launching, the program provides an introduction to the game, explaining the objective and rules.

**Entering** **Name**: The player is prompted to enter their name to personalize their gaming experience.

**Guessing the Magic Number:** After entering their name, the player begins the game by attempting to guess a randomly generated 4-digit magic number. The player inputs their guess through the command line.

**Feedback on Guess:** After each guess, the program provides feedback to the player indicating how close their guess is to the magic number. If the guess is correct, the player receives a congratulatory message.

**Continuing or Exiting:** The player has the option to continue guessing by entering another guess, or they can choose to exit the game by typing "exit". If the player exits, the program provides a farewell message and terminates.

**Playing Again:** If the player chooses to continue playing after a round, they can do so by indicating their desire to play again. The program resets the game, allowing the player to make additional guesses and providing feedback until they either guess the magic number correctly or choose to exit the game.

**Saving Player Data:** The program keeps track of player statistics, including their total number of guesses and their performance relative to other players. Player data is saved to a file for future reference.