

Project Title: Number Guessing Game

Project Requirements:

User Input and Nickname System:

- At the start of the game, the user should be prompted to enter a nickname.
- The nickname will be used to track the player's score across multiple games.
- If the nickname already exists, the previous score should be retrieved; otherwise, a new entry should be created.

Difficulty Levels:

- The game should have three difficulty levels:
 - **Easy:** The player guesses a number between 1 and 10. Correct guess = 10 points.
 - **Medium:** The player guesses a number between 1 and 50. Correct guess = 25 points.
 - **Hard:** The player guesses a number between 1 and 100. Correct guess = 50 points.
- The player should choose a difficulty level at the start of the game.

Game Flow:

- The game should generate a random number within the selected difficulty range.
- The player is given 5 attempts to guess the number correctly.
- After each incorrect guess, the game should provide a hint: "Higher" or "Lower."
- If the player guesses correctly, the points corresponding to the chosen difficulty level should be added to their total score.
- If the player fails to guess correctly within 5 attempts, the game should end and reveal the correct number.

Score Management and Leaderboard:

- The player's score should be tracked and stored in a `leaderboard.csv` file.
- If the player's nickname already exists in the leaderboard, their score should be updated.
- The game should display the top 5 scores from the leaderboard at the end of each game.

Additional Features:

- Players should be able to see their total score after each game.
- The game should automatically save and update scores in the leaderboard after each round.

Optional Features:

- Each project must have a unique additional feature you want to add