# FizzBuzz Twist Game - Explanation

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1. The program starts by importing the 'random' library so that it can generate random numbers.  
  
2. A helper function 'label' is defined:  
 - If the number is divisible by both 3 and 5, it returns "Fizz Buzz".  
 - If the number is divisible only by 3, it returns "Fizz".  
 - If the number is divisible only by 5, it returns "Buzz".  
 - Otherwise, it simply returns the number as text.  
  
3. The main function 'fizzbuzz\_twist\_game' is defined. It accepts three arguments:  
 - rounds: the total number of turns the game will run.  
 - min\_val and max\_val: the range from which random numbers are generated.  
  
4. The rules of the game are printed:  
 - In the first round, the player checks the random number itself.  
 - From the second round onward, the player checks the sum of the previous and current numbers.  
 - The player must answer correctly with "Fizz", "Buzz", "Fizz Buzz", or the number.  
 - One wrong answer ends the game.  
  
5. The game uses a loop to run through each round:  
 - A random number is generated.  
 - The total is calculated: if it's the first round, just the number; otherwise, the sum of the current and previous numbers.  
 - The correct label is determined using the 'label' function.  
  
6. The program asks the user for input. It accepts:  
 - "Fizz", "Buzz", "Fizz Buzz" (case insensitive, spaces ignored).  
 - Or a number as text.  
  
7. The user's input is compared with the correct answer:  
 - If correct, the score increases and the game continues.  
 - If wrong, the game ends immediately and shows the correct answer.  
  
8. If the player survives all rounds, they win and the program prints the final score.

Out put

