Project Proposal: Random Generated Guessing Game with Hint Feedback

Objective:

You are tasked with creating an interactive guessing game using JavaScript and the DOM. The game should generate a random number between a specified range and allow the user to guess the number. The user should be provided with feedback on whether their guess is correct or not. Additionally, provide hints to the user based on whether their guess is too high or too low.

Requirements:

1. Use HTML to create the structure of the webpage, including an input field for the user to enter their guess, a button to submit the guess, and an area to display the result.

2. Use JavaScript to dynamically generate a random number between a specified range (between 1 and 100).

3. Implement an event listener for the button that captures the user's guess from the input field.

4. Compare the user's guess with the randomly generated number and display appropriate feedback on the webpage, such as "Correct!" or "Wrong, try again!"

5. Provide hints to the user based on their guess. If the guess is too high, display a message encouraging the user to guess lower. If the guess is too low, display a message encouraging the user to guess higher.

6. Allow the user to make multiple guesses until they correctly guess the number. Provide feedback and hints for each guess.

7. Include additional features like tracking the number of attempts or allowing the user to play again after guessing the correct number.

Submission:

Submit a single HTML file containing the JS code for the guessing game.

How the guessing game works: (Just a sample to clear, you are not asked to create Console application)

User: [enters guess] 7

Game: Wrong guess. Try again! Guess lower.

User: [enters guess] 3

Game: Wrong guess. Try again! Guess higher.

User: [enters guess] 5

Game: Correct! Congratulations, you guessed it right in 3 attempts.