

You have been tasked with creating a children's game where they will learn the order of numbers.

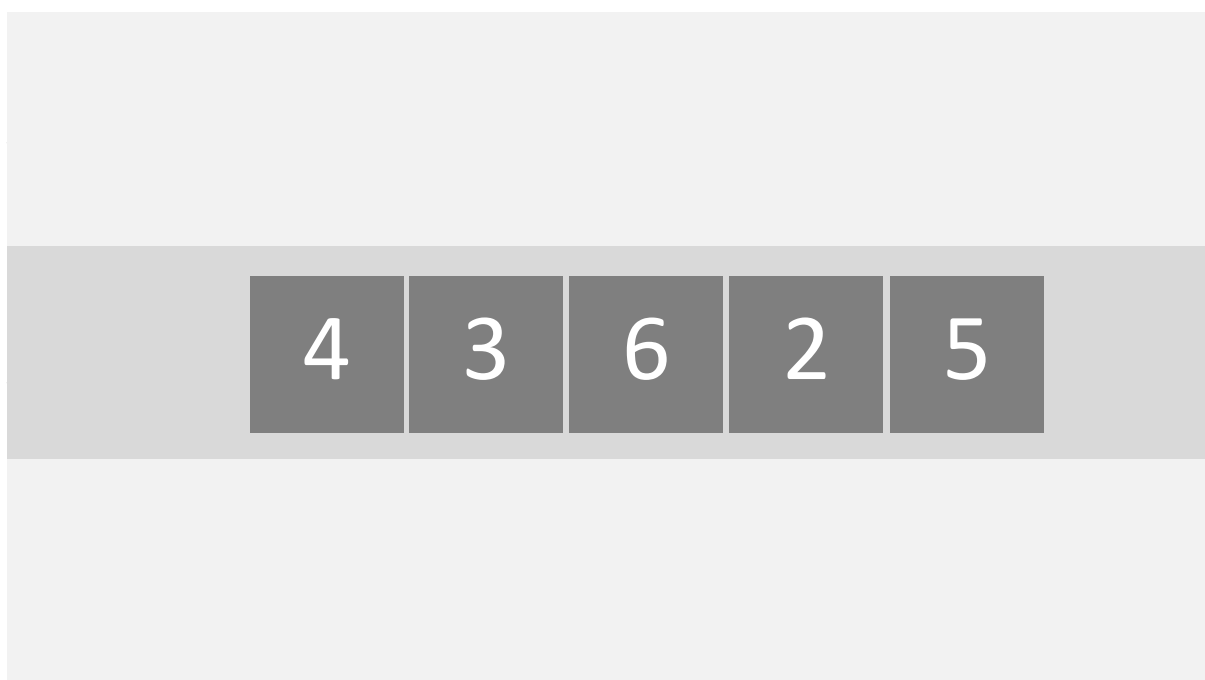
Your program should generate a random number of buttons between 3 and 10, inclusive.

The buttons should have the numbers as values, and should be shuffled when presented.

Example if the program has generated 6 buttons



If the user clicks number 1, the code should remove the button from the set



The challenge is for the user to click the numbers in order, from lowest to highest. If the user clicks a number which is not the correct one in order, i.e. 3 when the last number they clicked was 1, the game should have a method to either tell them they have made a wrong move, or end the game.

STRETCH {

Add a button which the user can use to generate new games.

Add a score so that the user can keep track of how well they are doing, if they get the number order correct, it adds 1 point, if they get it wrong it deducts 2 points as an example.

Add a timer, which also gets added onto the points at the end of the game. So if they finish the game fast, they will have more points from the timer, if slow, fewer points.

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