Team X

Repository Link: <https://github.com/Nelson18-W/1_TeamX3.git>

| Thahsin Raisha | raishat@my.yorku.ca | Lab04 Section B |
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| Nelson Wong | nelson18@my.yorku.ca | Lab04 Section B |
| Sheraz Ahmad | sheraz22@my.yorku.ca | Lab04 Section B |

Guess the number

Our program will generate a random number between a defined range, then the user will input a number within the range given, trying to guess what number the computer generated. The user will be notified if their guess is correct or not, the goal for them is to guess as many correctly in a row. If the user inputs an invalid entry, they will be notified of that as well. There will be difficulty levels, guessing numbers between 1-5, 1-10, 1-20, and 1-50.

Requirements

1. The program will have an input box where users can enter their guess
2. The program will have 3 difficulty level buttons where the user can select the difficulty level in the main page (Home page), which will then direct them to the “Game started” page with that difficulty.
3. The program will have an enter button where the user must press enter to give their guesses
4. The program will have a clear button to reload the program fresh, that goes back to the Home page for the user to choose a new level.
5. The program will display the total number of guess attempts the user has made
6. The program will have an input box for the user to put their name in the Home page.
7. The program will have an option for the user to pick what background colour they want through typing the colour. The button will be there in all the pages.
8. A button that allows the user to set the size of the text to be bigger or smaller. The button will be there in all the pages.
9. The program will have a button that pops out the instructions if the user clicks it in the “Home page”.
10. In the “Game started” page, there will be an exit button that directs them to the “Game ended” page, which thanks the user for playing.
11. The game will have a scoring system that keeps track of correct and incorrect guesses as well as manipulating the scores.