DGMD E-28  
Developing Single Page Web Applications  
Assignment: React JSX

## Summary

Use React JSX to create an interactive single page web app! This will help you to resolve issues you will likely encounter for your final project.

**Task:**

You are tasked with creating a “simple” guessing game.

**Game play:**

The game will randomly select a number to guess. The user will try to guess the number and the game will indicate the status of the guess. If they do not guess within the set number of guesses allowed (see settings below), they lose. If they guess the number, they win. Otherwise, the status is “too high” or “too low”.

After each turn, indicate the status:

* guessed correctly
* out of guesses – ie, they lost (in this case also show the correct number)
* their guess is too high
* their guess is too low

After a win or lose condition, the user can press a button to start a new game. They should not be allowed to continue to guess the “current” number.

After a game has concluded in a win, update the data in the stat’s page (see below). (For a loss, do not update the average number of guesses needed.)

Use a separate “page” (route) for user settings:

* number of guesses allowed
* number range to guess – i.e., 1 – 100

Use a separate “page” (route) for player stats:

* # games won
* Average number of guesses needed

Additional features are encouraged once the requirements are met.

## Deliverables:

## In app.js, export a component called GuessApp. Submit app,js and any modules you created.

## Rubric

Works to spec 70%

Code quality 20%

UI quality 10%