**Example Interaction**

**Introduction Phase**

* **Input**: The user is asked for their name.

May I ask you for your name?

* **User Input**: The user enters their name.

John

* **Output**: The game greets the user and explains the game.

John, we are going to play a game. I am thinking of a number between 1 and 200.

Go ahead. Guess!

**Guessing Phase**

* **Input**: The user is prompted to guess a number.

Guess:

* **User Input and Output**:
  + If the user's guess is too low:

Guess: 50

The guess of the number that you have entered is too low.

Try Again!

* + If the user's guess is too high:

Guess: 150

The guess of the number that you have entered is too high.

Try Again!

* + If the user's guess is correct:

Guess: 100

Good job, John! You guessed my number in 3 guesses!

**Out of Range Input**

* **Input**: The user guesses a number outside the range.

Guess: 250

* **Output**: The game informs the user that the guess is out of range.

Silly Goose! That number isn't in the range! Please enter a number between 1 and 200.

**Non-number Input**

* **Input**: The user enters a non-numeric input.

Guess: abc

* **Output**: The game informs the user that the input is not a number.

I don't think that is a number. Sorry.

**End of Game**

* **Output**: If the user guesses the number within the allowed guesses.

plaintext

Copy code

Good job, John! You guessed my number in 3 guesses!

* **Output**: If the user fails to guess the number within 6 guesses.

Nope. The number I was thinking of was 123.

**Play Again**

* **Input**: The user is asked if they want to play again.

Do you want to play again?

* **User Input and Output**:
  + If the user wants to play again:

plaintext

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Yes

The game restarts with the introduction phase.

* + If the user does not want to play again:

No

The game ends.

**Full Example Session**

Here is a complete example session:

1. **Introduction**:

May I ask you for your name?

John

John, we are going to play a game. I am thinking of a number between 1 and 200.

Go ahead. Guess!

1. **Guessing**:

Guess: 50

The guess of the number that you have entered is too low.

Try Again!

Guess: 150

The guess of the number that you have entered is too high.

Try Again!

Guess: 100

The guess of the number that you have entered is too high.

Try Again!

Guess: 75

The guess of the number that you have entered is too low.

Try Again!

Guess: 90

The guess of the number that you have entered is too high.

Try Again!

Guess: 80

Good job, John! You guessed my number in 6 guesses!

1. **Play Again**:

Do you want to play again?

Yes

May I ask you for your name?

John

John, we are going to play a game. I am thinking of a number between 1 and 200.

Go ahead. Guess!

This example covers the main interactions between the user and the game, illustrating how the inputs and outputs flow during the game session.