**Inputs and Outputs**

**1. Introduction Phase**

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

May I ask you for your name?

**Output**: The user's name is used to personalize the game.

[User Name], we are going to play a game. I am thinking of a number between 1 and 200

Go ahead. Guess!

**2. Guessing Phase**

**Input**: The user is prompted to guess a number between 1 and 200.

Guess:

**Output**: Depending on the guess, the program provides feedback:

* If the guess is too low:

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

Try Again!

* If the guess is too high:

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

Try Again!

* If the guess is not in the range:

Silly Goose! That number isn't in the range!

Please enter a number between 1 and 200

* If the input is not a number:

I don't think that [input] is a number. Sorry

**3. End of Game**

**Output**: After 6 guesses or if the correct number is guessed:

* If the user guesses the number correctly:

Good job, [User Name]! You guessed my number in [X] guesses!

* If the user fails to guess the number within 6 attempts:

Nope. The number I was thinking of was [number]

**4. Play Again**

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

Do you want to play again?

**Output**: The game either restarts or ends based on the user's input:

* If the user inputs "yes", "y", or "Yes":
  + The game restarts.
* Any other input ends the game.

**Example Interaction**

Here's an example of what the input and output might look like during a typical game 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: 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: 85

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

Try Again!

Guess: 80

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

Try Again!

Guess: 78

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!

**Error Scenarios**

1. **Non-number Input**:

Guess: abc

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

1. **Out of Range Input**:

Guess: 250

Silly Goose! That number isn't in the range!

Please enter a number between 1 and 200

By addressing these inputs and outputs, you can see the flow of the game and how the user interacts with it at each step.