In [ ]:
```python
import random
import time

def intro():
    global name
    print("May I ask you for your name?")
    name = input()
    print(name + ", we are going to play a game. I am thinking of a number between 1 and 200")
    time.sleep(0.5)
    print("Go ahead. Guess!")
    return name

def pick(number):
    guessesTaken = 0
    while guessesTaken < 6:
        time.sleep(0.25)
        enter = input("Guess: ")
        try:
            guess = int(enter)

            if guess <= 200 and guess >= 1:
                guessesTaken += 1
                if guessesTaken < 6:
                    if guess < number:
                        print("The guess of the number that you have entered is too low")
                    if guess > number:
                        print("The guess of the number that you have entered is too high")
                    if guess != number:
                        time.sleep(0.5)
                        print("Try Again!")

                if guess == number:
                    break

            if guess > 200 or guess < 1:
                print("Silly Goose! That number isn't in the range!")
                time.sleep(0.25)
                print("Please enter a number between 1 and 200")

        except ValueError:
            print("I don't think that "+enter+" is a number. Sorry")

    if guess == number:
        guessesTaken = str(guessesTaken)
        print('Good job, ' + name + '! You guessed my number in ' + guessesTaken + ' guesses!')
```

```
Nope. The number I was thinking of was 189
Do you want to play again? (yes/no)
```

In [ ]: