Guess the random number

Flow of the project:

Home interface
1. Play game
2. setting
3. high-score
4. Exit the program

Register
Email
Phone number
Password
Confirm password

Log in
Email or phone number
Password

real user

Registered

PLay game

Game flow

Game interface

Number randomly

(number) (number) (number)

Choose the number: user input

users → visit → Home interface

Home interface → real user → PLay game

Home interface → Visitors → Register

Register → no account yet → Registered

Register → Have account already → Log in

Registered → Log in

Log in → real user

PLay game → Game flow

Game flow → Game interface

Game interface → true → score ++

Game interface → false → No add score

score ++ → save

No add score → save

save