V1 of the Higher Lower game comprises of a simple loop where the player can choose to select the range of their game field and see the score of their completed match. V2 upgrades mainly comprises of the new play against computer system, this is also compounded by improved UI for the player where they are given easy mode, allowing them to see their unselected numbers with a simple visual interface. These two new features are modular and can be used in tandem to create a dynamic game experience where players can decide the difficulty and challenge the computer to a game. Unlike traditional computer algorithm like binary search, my algorithm accesses the player inputs and accounts for the information of the player’s game. Likewise, this also goes with the player who can see what the computer as chosen and their results. This adds a dynamic gameplay element to the basic gameplay loop of version 1. My second feature is the added range display for, e.g. (10 -- 30) means that the number is between 10 and 30. These increases both UI and game accessibility for users, complementing the ‘game like’ feel of the program. Along with these two main features, other options such as game score has also been added to the program, to round out the extension of Version2.