Step 4 - TODO Functionality

1. Button give up **√**
2. Label that shows the current points **√**
3. Button play changes into next number/level if the user guessed the number **√**
4. Label that shows the highest score and file that stores this score **√**
5. Error message dialog pops up when the user’s data is not valid (is not integer) **√**
6. Levels – label with the level; the higher the level, the harder game (less guesses, wider range of numbers) **√**

points = (int)(upperLimit / guessesMade)

maxGuesses = (int)(lg(upperLimit)/lg(2)) ⬄ (int)log2(upperLimit)