**Number Guessing Game – Built in Python**

# Rules:

* Computer selects random number between 1 and 100
* User chooses between EASY (10 guesses) or HARD (5 guesses)
* After each guess, computer reveals whether TOO LOW or TOO HIGH until correct number chosen or allowed guesses runs out

# Program Requirements:

* Display logo
* Welcome player to game
* Initiate dialogue stating computer is thinking of number between 1 and 100
* Ask user to choose a difficulty level (‘easy’/’hard’)
  + Easy
    - set number of allowable turns to 10
    - tell user they have 10 turns to guess the number
  + hard
    - set number of allowable turns to 5
    - tell user they have 5 turns to guess the number
* Ask user for first guess
  + Make this a while loop that operates so long as allowable turns is not 0
  + If correct, reveal and congratulate user
  + If too high or too low, reveal to user and subtract 1 from number of turns remaining
  + When number of allowable turns reaches 0, reveal and tell user they have lost
* Circle back and ask user if they want to play (y/n)