

Full Stack Web Development - Tutorial-4

JavaScript - Guess The Number Game

See Instructions for Guess The Number Game (use guess.html file as a framework for the game and see the screenshots given below for reference.)

1. Generate a random number between 1 and 100.
2. Keep a record of guessCount. Start it on 1.
3. Provide the player with a way to guess what the number is.
4. Once a user submits guess record it somewhere so the user can see their previous guesses.
5. Next, check whether it is the correct number.
6. If it is correct:
 1. Show congratulations message.
 2. **Stop the player from being able to enter more guesses.**
 3. After that display control allowing the player to restart the game.
7. If it is wrong and the player has some guess counts left:
 1. Display the wrong message.
 2. Allow them to enter another guess.
 3. Increment the guessCount by 1.
8. If it is wrong and the player has no guess counts left:
 1. Tell the player that game is over.
 2. Stop the player from being able to enter more guesses.
 3. After that display control allowing the player to restart the game.
9. Once the game restarts, make sure the game logic and UI are completely reset, then go back to step 1.

Number guessing game

We have selected a random number between 1 and 100. See if you can guess it in 10 turns or fewer. We'll tell you if your guess was too high or too low.

Enter a guess:

Previous guesses: 60

Wrong!

Last guess was too high!

Number guessing game

We have selected a random number between 1 and 100. See if you can guess it in 10 turns or fewer. We'll tell you if your guess was too high or too low.

Enter a guess:

Previous guesses: 60 10

Wrong!

Last guess was too low!

Number guessing game

We have selected a random number between 1 and 100. See if you can guess it in 10 turns or fewer. We'll tell you if your guess was too high or too low.

Enter a guess:

Previous guesses: 50 80 65 55 52

Congratulations! You got it right!