**Problem Statement**

Create a Java application that simulates a Number Guessing Game with the following features:

1. **Game Initialization:**
   * The computer randomly selects a secret number within a user-defined range (e.g., 1 to 100).
   * The player is informed about the range and the maximum number of allowed attempts.
2. **Gameplay Mechanics:**
   * The player inputs their guess.
   * The program provides feedback:
     + **"Too High"** if the guess is greater than the secret number.
     + **"Too Low"** if the guess is less than the secret number.
     + **"Correct!"** if the guess matches the secret number.
   * The number of remaining attempts is displayed after each guess.
3. **Game Termination:**
   * The game ends when the player either guesses the correct number or exhausts all attempts.
   * Upon game end, display an appropriate message indicating whether the player won or lost.
4. **Input Validation:**
   * Ensure that the player's input is within the specified range.
   * Handle invalid inputs gracefully by prompting the player to enter a valid number without consuming an attempt.