```
import random

def number_guessing_game():
    # Generate a random number between 1 and 100
    secret_number = random.randint(1, 100)
    attempts = 0
    max_attempts = 7

    print("■ Welcome to the Number Guessing Game!")
    print(f"I'm thinking of a number between 1 and 100.")
    print(f"You have {max_attempts} attempts to guess it correctly.")
    print("-" * 40)

    while attempts < max_attempts:
        try:
            # Get user input
            user_guess = int(input(f"Attempt {attempts + 1}/{max_attempts} - Enter your guess: "))
            attempts += 1

            # Compare guess with secret number
            if user_guess == secret_number:
                print(f"■ Congratulations! You guessed it correctly!")
                print(f"The number was {secret_number}")
                print(f"You won in {attempts} attempts!")
                break
            elif user_guess < secret_number:
                print("■ Too low! Try a higher number.")
            else:
                print("■ Too high! Try a lower number.")

            # Show remaining attempts
            remaining = max_attempts - attempts
            if remaining > 0:
                print(f"You have {remaining} attempts left.\n")

        except ValueError:
            print("■ Please enter a valid number!")
            attempts -= 1 # Don't count invalid input as an attempt

    # Game over - player ran out of attempts
    if attempts == max_attempts and user_guess != secret_number:
        print(f"■ Game Over! You've used all {max_attempts} attempts.")
        print(f"The correct number was: {secret_number}")

    # Ask if player wants to play again
    play_again = input("\nWould you like to play again? (y/n): ").lower()
    if play_again in ['y', 'yes']:
        print("\n" + "="*50)
        number_guessing_game() # Recursive call to play again
    else:
        print("Thanks for playing! Goodbye! ■")
```

```
# Run the game
if __name__ == "__main__":
    number_guessing_game()
```