

Higher or Lower

Task outline

Create a 'Higher or Lower' game.

You can find an (old!) example of the game here:

<http://www.davidsneal.co.uk/higher-or-lower/>

If you have a GitHub/BitBucket account, please create a public or shared repository.

The cards must be retrieved using the API endpoint <https://cards.davidneal.io/api/cards>. The request type will need to be GET, and the response will be in JSON format. There are currently no Authorization headers required.

Example response:

```
[
  {
    "value": "A",
    "suit": "spades"
  },
  {
    "value": "2",
    "suit": "spades"
  },
  {
    "value": "3",
    "suit": "spades"
  },
  {
    "value": "4",
    "suit": "spades"
  },
  {
    "value": "5",
    "suit": "spades"
  },
  {
    "value": "6",
    "suit": "spades"
  },
]
```

Upon retrieving the response, the array of cards must be shuffled, and the first one displayed to the user. The user must then be able to guess if the card that follows it will be higher or lower. If the user's guess is correct, they must be presented with the next card, and the option to continue guessing. Should they guess incorrectly, their total number of correct guesses should be shown, along with the option to start again.

Rules

- Aces are low, Kings are high.

Notes

Should you use a Git repository for this exercise, please commit little and often, with descriptive commit messages – it will help us review your understanding.

Although not required (or expected in the time you have), adding three lives for the user would be a great addition.