

Condition

Message

Input Number

If Not a number

No Number

number === secretNumber

Correct Number

number = High / Low

Too High / Too Low

Number = Not between 1
to 20

1. Change Background
2. Set High scores
3. Update the Q. mark

Score Update

Check on Enter Key

Again

Reset

1. score
2. background
3. secret Number
4. Q mark
5. message

