

START

DISPLAY WELCOME MESSAGE &
GAME INSTRUCTIONS

GENERATE RANDOM NUMBER BETWEEN
1 AND 100

SET NUMBER OF ATTEMPTS TO **10**

START LOOP FOR NUMBER OF ATTEMPTS

ASK A USER TO MAKE A GUESS

CHECK IF GUESS
IS CORRECT

IF CORRECT

PLAY SOUND FOR CORRECT

DISPLAY CONGRATULATION MESSAGE
WITH SCORE AND TIME

IF INCORRECT

PLAY SOUND FOR INCORRECT

FEEDBACK ON GUESS IS WHETHER HIGH
OR LOW

RECORD NUMBER OF ATTEMPTS AND
TIME

CHECK IF HIGH SCORE ACHIVED

END LOOP FOR NO. OF ATTEMPTS

DISPLAY CORRECT ANSWER AND END GAME

ASK USER IF THEY WANT TO PLAY AGAIN

START GAME AGAIN

DISPLAY THANK YOU MESSAGE AND **END
PROGRAM**