```
=== GAME START ===
Dealer has chosen a secret number [1-100].
---------------------------------------------------
[Turn 1] Player 1 guesses: 27 (Too big)
[Turn 1] Player 2 guesses: 47 (Too big)
[Turn 2] Player 1 guesses: 31 (Too big)
[Turn 2] Player 2 guesses: 41 (Too big)
[Turn 3] Player 1 guesses: 87 (Too big)
[Turn 3] Player 2 guesses: 26 (Too big)
[Turn 4] Player 1 guesses: 93 (Too big)
[Turn 4] Player 2 guesses: 94 (Too big)
[Turn 5] Player 1 guesses: 82 (Too big)
[Turn 5] Player 2 guesses: 10 (Too small)
[Turn 6] Player 1 guesses: 38 (Too big)
[Turn 6] Player 2 guesses: 76 (Too big)
[Turn 7] Player 1 guesses: 74 (Too big)
[Turn 7] Player 2 guesses: 53 (Too big)
[Turn 8] Player 1 guesses: 76 (Too big)
[Turn 8] Player 2 guesses: 85 (Too big)
[Turn 9] Player 1 guesses: 58 (Too big)
[Turn 9] Player 2 guesses: 12 -> CORRECT! Player 2 WINS!
---------------------------------------------------
The secret number was: 12
=== GAME OVER ===
```

Output

Show output from: Build

```
Build started at 0:07...
1>------ Build started: Project: Coroutine Guess Battle, Configuration: Debug x64 ------
1>Coroutine Guess Battle.cpp
1>Coroutine Guess Battle.vcxproj -> C:\Users\TUF\source\repos\Coroutine Guess Battle\x64\Debug\Coroutine Guess Battle.exe
========== Build: 1 succeeded, 0 failed, 0 up-to-date, 0 skipped ==========
========== Build completed at 0:07 and took 03,088 seconds ==========
```