# JavaScript PROJECT #1

# Project Name: **Guess the Number**

# Project Description:

* The user is asked to guess the secret number which is generated randomly using the “Math.random()” function in JavaScript. User will provide the input in the input box and each time various operations will be performed after user checks for his answer with various operations and messages.
* NOTE: The user will be provided with the maximum turn of 20 which is referred to as “score” in this document. The number to guess ranges from 1 to 20 too.
* NOTE: There will be two buttons “Play Again” and “Check” to reset and play the game again from any stage/state and to check if the guess is equal to the randomNo/secretNo.

# Asking Various Project Related Questions:-

NOTE: **Assume that the user have already provided us with the input.**

Cases to take care:-

1. What if the input provided by the user is empty or not a number?
2. What after the user provides us with the correct input? What should be done?

Answering the above questions briefly:-

1. Input is empty:

* Print Message “⛔ No Input”

1. Input is not of type number:

* This is already taken care by JavaScript as the input from user is already type casted to the number type.

1. Input === RandomNumber

* Print “🎉 You Won!”
* If(highScore < score) highScore = score
* Display the highScore to user

1. Input < RandomNo

* Print “Too Low!”
* Decrease the score (i.e. turn) by one.
* Display the decreased score to user/player.

1. Input > RandomNo

* Print “Too High!”
* Decrease the score by one.
* Display the decreased score to user/player

1. Handling Button Events

* “Check” button checks for each input from the user/player for above cases.
* “Play Again” button resets everything in the game to the initial state leaving highScore as it is.

1. When the game is over?

* If the score is equal to zero (0), then the game is over. So, the decreasing the turn by one is only performed whenever the score is greater than the score.