This project made with Unity3D 2018.3.9f1.Other version may not work correctly depending on Unity#D source codes.
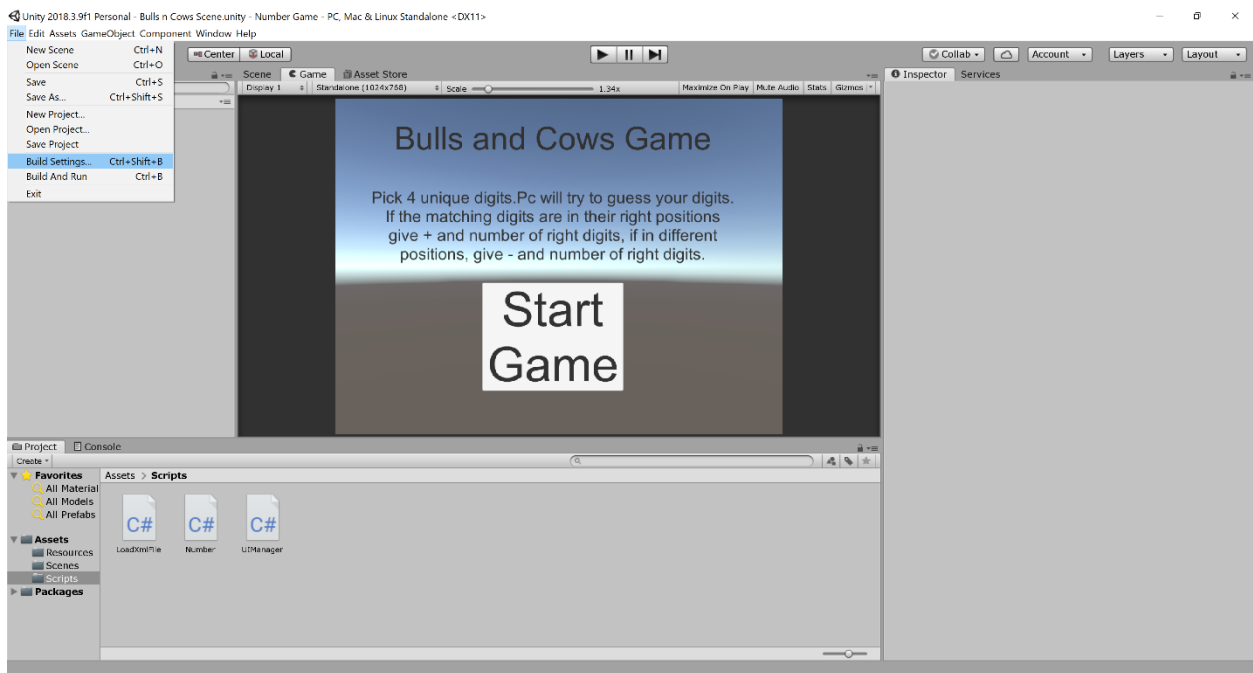
To Compile the project, firstly install Unity3D.
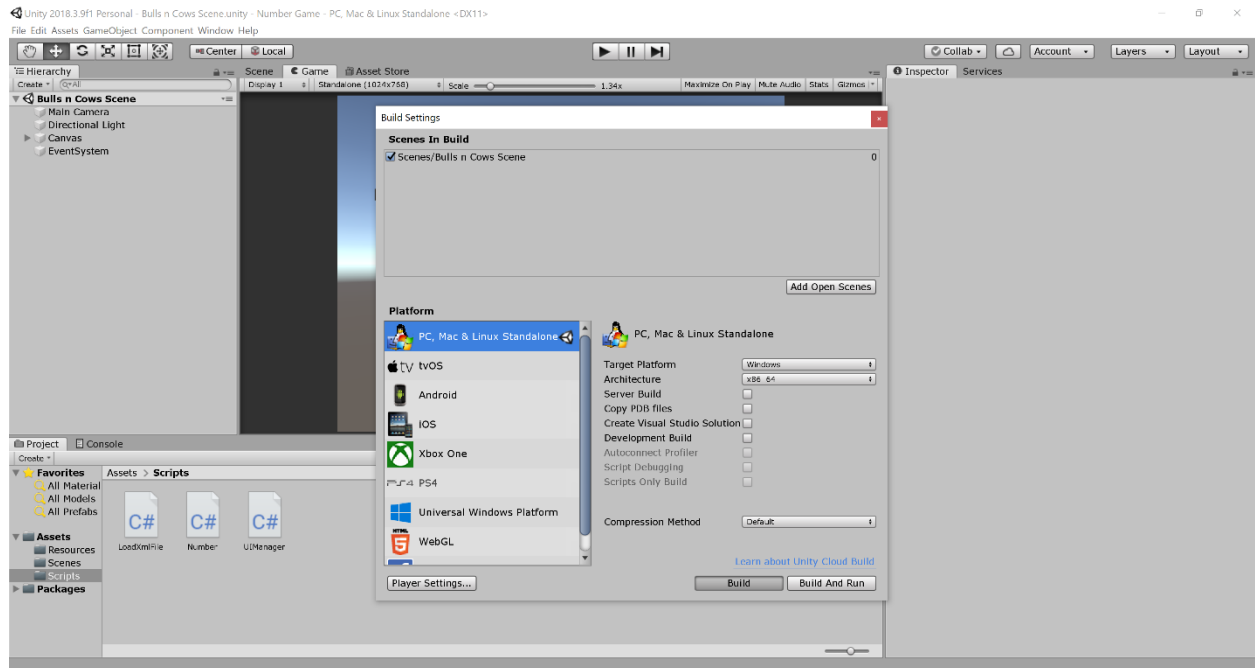
Open Unity and then click open.

Select Project folder.

Click file on top left corner and then select "Build Settings"

Finally click build and select a folder.It will compile desktop application.

There are 3 scripts an 1 XML file in the project

Number.cs :

It is the main script of the game.
It manages PC and Player guesses and checking if there is any error on play/PC gets
numbers from "bcwTreeXml" XML File with the script "loadXmlFile.cs".
UIManager.cs :

It manages UI

UIManager.cs :

loads values from the "bcwTreeXml" XML file.It contains tree created with crushBullsCows
algorithm.
Tree gets result up to 7 turns.
For more info http://slovesnov.users.sourceforge.net/index.php?bullscows.

bcwTreeXml.xml :

Guess Number Trees with hints.