1. Display an introduction.
2. Generate a random number between 1 and 10.
3. Prompt the user to guess the random number.
4. Check if the guessed number equals to the random number.
5. If the guessed number does not equal to the random number, check if the number is lower or higher than the random number and display an appropriate message, then repeat steps 3 and 4.
6. Otherwise display an end of game message.
7. Ask the user if they would like to play again.
8. If yes, start over from step 1.
9. Otherwise display an end of program message and end the program.