Write a program to play a number guessing game. The program shall generate a random number

between 0 and 99. The USER inputs his/her guess, and the program shall response with "Try

higher", "Try lower" or "You got it in n trials" if the guess is correct.

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| ***Stage*** | ***Activity*** | ***Product*** | ***Est. time*** | ***Actual time*** |
| *Problem Definition* | Reding instructions | N/A | 10 min | 30 min |
| *Requirement development* | Determine the required components to achieve the goal | Requirement:   1. A html page 2. A Guesser class 3. A Controller class 4. A automated tester (Jasmine) | 20 min | 10 min |
| *Construction Planning* | Planning the time schedule | Timetable | 20 min | 20 min |
| *Design* | Draw diagrams   * Class diagram * Sequence diagram * Wireframe | * Class diagram | 60 min | 20 min |
| * Sequence diagram |  |
| * Wireframe |  |
| *Coding:*  *Write tester* | Write tester | * Jasmine tester | 60 min |  |
| *Coding:*  *Write app code* | * Write html | * Html file | 30 min |  |
| * Write app code | * App code |  |  |
| *Testing* | Test app | testing log |  |  |