#tell the user(s) how to play the game

P1 = input("Player 1, what is your name? ")

P2 = input("Player 2, what is your name? ")

print(P1 + " & " + P2 + ", this is a two player number guessing game.")

print("You will compete against each other in 3 games to guess my number first")

print("I am thinking of a number between 1 and 10")

print("You will have six tries total to guess my number each game.")

print("Good luck, " + P1 + " & " + P2)

winner = 0

for x in range (0, 3):

import random

number = random.randint(1,10)

#for testing purposes, remove the # from before the next line

#print(number)

count1 = 0

count2 = 0

count3 = 0

cue1 = "yes"

cue2 = "yes"

guess = 100

remind1 = " "

remind2 = " "

while (count3 < 6 and guess != number):

print("There are " + str(6 - count3) + " guesses remaining.")

if count3 != 0 and cue1 != "no":

print("The numbers you have already guessed are:" + remind1)

if cue1 == "no" and cue2 == "no":

break

if (cue1 != "no" and guess != number):

guess = int(input(P1 + ", guess a number between 1 and 10: "))

remind1 = remind1 + " " + str(guess)

if guess == number:

print(P1 + ", you win!!!!!!!!")

winner = winner + 1

else:

count1 = count1 + 1

if guess > number:

print("Your guess is too high.")

if guess < number:

print("Your guess is too low.")

if count3 != 5 and count2 != 2:

cue1 = input("Are you going to want to guess again? ")

if cue2 != "no":

print("It is now " + P2 + "'s turn.")

input(P2 + ", please press enter when you are ready to play.")

if count3 != 0 and cue2 != "no":

print("The numbers you have already guessed are:" + remind2)

if (cue2 != "no" and guess != number):

guess = int(input(P2 + ", guess a number between 1 and 10: "))

remind2 = remind2 + " " + str(guess)

if guess == number:

print(P2 + ", you win!!!!!!!!")

winner = winner - 1

else:

count2 = count2 + 1

if guess > number:

print("Your guess is too high.")

if guess < number:

print("Your guess is too low.")

if count3 != 5 and count1 != 3:

cue2 = input("Are you going to want to guess again? ")

if cue1 != "no" and count1 < 3:

print("It is now " +P1 + "'s turn.")

input(P1 + ", please press enter when you are ready to play.")

count3 = count1 + count2

print("You have completed game #" + str(int(x + 1)))

if guess != number:

print(P1 + " & " + P2 + ", you both LOSE :(")

if winner > 0:

print(P1 + ", you are the ultimate winner because you have won the most games.")

if winner < 0:

print(P2 + ", you are the ultimate winner because you have won the most games.")

if winner == 0:

print(P1 + " & " + P2 + ", you have tied. There is no ultimate winner.")

#I started by coding the C code, then B, then A, making sure each worked without errors before continuing

#My pseudo code was very vague, so I had to refine my code a lot from it

#I tested my code each time I made a change to make sure it functioned properly

#There are a lot of "counting" variables in my code, so I had to test each of them under different conditions to make sure they all functioned properly

#One of the challenges I had to figure out was the ways the two players impacted each other, for example:

#The number of guesses left if one player quit

#seprately storing numbers each player had already guessed

#not letting players guess once the number had been figured out

#I originally set the code to display the random number to make it easier to test

#I tested the code by running it with various combinations of correct and incorrect guesses

#neither player ever guessing the number

#one player quitting right away

#one player guessing correctly more than the other

#players tieing both games