🎯 Number Guessing Game (Python)

This is a simple number guessing game built with Python.
The program randomly selects a number between 1 and 100.
The player must guess the correct number within a limited number of attempts.
The number of attempts depends on the selected difficulty level (easy or hard).
After each guess, the program provides feedback to help the player get closer to the correct answer.
This project is designed to practice basic Python concepts such as functions, loops, conditionals, and user input handling.
It is beginner-friendly and runs in the console.

```python
from random import randint
from art import logo
EASY_LEVEL_TURNS=10
HARD_LEVEL_TURNS=5
turns= 0
def check_answer(user_guess, actul_answer , turns):
    """checks answer against guess, returns the number of turns remaining."""
    if user_guess > actul_answer:
        print("too high.")
        return turns -1
    elif user_guess < actul_answer:
        print("too low.")
        return turns -1
    else:
        print(t"you got it  the answer was{actul_answer}")
def set_difficulty():
    level=input("chose a difficulty level . Type 'easy' , or 'hard': ")
    if level =="easy":

        return EASY_LEVEL_TURNS
    else:
        return  HARD_LEVEL_TURNS
def game():
    print(logo)
    print("welcome to the number guessing game")
    print("I'm thinking of a number between 1 and 100")
    answer = randint(1,100)
    print(f" pssst, the correct answer is {answer}")
    turns = set_difficulty()
    guess= 0
    while guess !=answer:
        print(f"you have {turns} attempts remaining to guess the number.")

        guess=int(input("Make a guess: ") )
        turns = check_answer(guess, answer, turns)
        if turns == 0:
            print("you've run out of guesses , you lose.")
            return
        elif guess != answer:
            print("guess again")
game()
```