

AP Computer Science Principles  
Introduction to Python  
Project 1: Create a Number Guessing Game

For this project, you will use Python to create a Number Guessing Game. The computer will pick a number and the player will be asked to guess the number. The player will continue guessing until the secret number is guessed correctly.

1. The Basic version of the game should include the following:
  - The computer picks a secret number from 1 – 10 (automatic/random)
  - The computer asks the player to guess the number
  - The computer checks the guess to see if it is right
    - If the guess is correct, the computer congratulates the player and the game ends
    - If the guess is wrong, the computer asks the player to guess again and the game continues
  - The player continues to guess until the secret number is guessed correctly
2. For the Intermediate version of the game add the following to the Basic version:
  - The computer keeps track of how many times the user has guessed and outputs the number of guesses when the game ends
  - Allow the user to specify the upper limit of the range (guess a number from 1 – user choice)
3. For the Advanced version of the game add the following to the Intermediate version:
  - For incorrect guesses, the computer tells the player whether the guess is too low or too high

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4 - Exceeds	3 - Meets	2 - Approaching	1 – Not Yet
The game works properly and has all of the features listed for the Advanced version.	The game works properly and has all of the features listed for the Intermediate version.	The game works properly and has all of the features listed for the Basic version.	The program is mostly complete but the game does not function completely.