Objective: Create a Python program where the player tries to guess a randomly generated number within a certain range.

Overview:

1. The program will generate a random number between 1 and 100.
2. The player will have a limited number of attempts to guess the number.
3. After each guess, the program will provide feedback to the player if their guess is too high, too low, or correct.
4. If the player guesses the number within the allowed attempts, they win. Otherwise, they lose.

Specifications:

1. Generate a random number between 1 and 100.
2. Prompt the player to guess the number.
3. Provide feedback to the player if their guess is too high, too low, or correct.
4. Allow the player to make a maximum of 5 guesses.
5. If the player guesses the number correctly within the allowed attempts, they win. Otherwise, they lose.

Instructions:

1. Welcome the player to the Number Guessing Game.
2. Explain the rules of the game.
3. Prompt the player to guess a number between 1 and 100.
4. After each guess, provide feedback to the player:
   * If the guess is too high, say "Too high! Try again."
   * If the guess is too low, say "Too low! Try again."
   * If the guess is correct, say "Congratulations! You guessed the number!"
5. Repeat steps 3-4 until the player guesses the number correctly or runs out of attempts.
6. If the player wins, congratulate them. If they lose, reveal the correct number.
7. Ask the player if they want to play again.
8. If the player chooses to play again, generate a new random number and repeat the game. If they choose to quit, say goodbye and end the program.

Additional Features (Optional):

* Keep track of the player's score (number of attempts) and display it at the end of each game.
* Allow the player to customize the range of numbers to guess from.
* Add sound effects or colorful text to make the game more engaging for kids.