# Number Guessing Game

## Overview :

The Number Guessing Game is a simple command-line game where the player attempts to guess a randomly generated number between 1 and 200. The game provides feedback on whether the player's guess is too high or too low and allows up to six guesses. This project demonstrates the use of loops, conditionals, user input handling, exception handling, and basic game logic.

## Features :

1. **Introduction and User Interaction**: The game asks for the player's name and provides an introduction to the game.
2. **Random Number Generation**: Generates a random number between 1 and 200 for the player to guess.
3. **Guessing Loop**: Allows the player up to six attempts to guess the correct number.
4. **Feedback on Guesses**: Provides feedback on whether the guess is too high, too low, or out of range.
5. **Exception Handling**: Handles invalid inputs that are not numbers.
6. **Replay Option**: Allows the player to choose to play again after a game ends.

## Code Description

### Imports :

* import random: Imports the random module to generate a random number.
* import time: Imports the time module to add delays for a better user experience.

### Variables :

* number: Stores the randomly generated number between 1 and 200.
* playagain: Controls the main loop for replaying the game.

### Functions :

1. **intro()**
   * Asks for the player's name and introduces the game.
   * Informs the player that a number between 1 and 200 needs to be guessed.
2. **pick()**
   * Manages the guessing process.
   * Initializes the guessesTaken counter to track the number of guesses.
   * Uses a while loop to allow up to six guesses.
   * Prompts the player to enter a guess and checks if it is a valid number.
   * Provides feedback on whether the guess is too high, too low, or out of range.
   * Handles invalid inputs using a try-except block.
   * Congratulates the player if they guess the correct number or reveals the number if they fail to guess within six attempts.

### Main Loop :

* The game starts with the main loop controlled by the playagain variable.
* Calls intro() to introduce the game.
* Calls pick() to start the guessing process.
* Asks the player if they want to play again after each game.

### Execution :

* The game runs in a loop, allowing the player to play multiple times until they choose to exit.
* The line if \_\_name\_\_ == "\_\_main\_\_": main() is not needed in this script since the main game logic is controlled by the playagain loop.