* document ready
  + user clicks new game, game starts
    - random # between 1 and 100 generated
      * random# compared to userinput
        + if user hot, user sees response “hot” in #feedback
        + if user cold, user sees response “cold” in #feedback
        + if user right, user sees response “bingo” in #feedback
        + if user not right, user sees their guess appended to #guesslist
        + game counts guess # to span#count
  + user clicks ‘new game’ again, clears out #feedback and #guesslist, game starts