My project will gather all the inputs from different users and store them in an object array.

The outline of the webpage will be in an image file in the same folder that was made in Figma.

The game will start with how many players are looking to play up to 6 players. There is also an option for a player to play against a cpu.

The goal of the game is for the player to score the most points. They earn a point if their guess is the closest to the target number which is randomly generated.

There is also a section in the webpage where it tracks the players' total difference throughout the rounds.

An option to restart the game will be available by clicking on the buttons to choose how many players are playing.

There is a functionality where users should only be able to input values between 1 to 100 and it is hidden from others to see.