

Number Guessing Game (Java)

Project Description

This is a console-based Number Guessing Game developed in Java. The program generates a random number within a specified range, and the player must guess it within a limited number of attempts. The game provides feedback for each guess and keeps track of the player's score.

Features

- Random number generation (1–100)
- Limited number of attempts per round
- High / Low / Correct feedback system
- Score tracking based on performance
- Multiple rounds gameplay option
- Final score display

How to Play

- Run the program.
- The system generates a random number between 1 and 100.
- Enter your guess when prompted.
- Receive feedback indicating whether your guess is too high, too low, or correct.
- Guess within the allowed number of attempts.
- Choose to play again after each round.
- View your total score at the end of the game.

Technologies Used

- Java Programming Language
- Scanner class (for user input)
- Random class (for number generation)

Learning Objectives

- Understanding loops (while)
- Using conditional statements (if-else)
- Implementing random number generation
- Handling user input in Java
- Building basic game logic