# Assignment 1

## Guess the number - script

The program will generate a random number unknown by the user. The user is prompted to guess what the number is.

1. Firstly, we have imported the Random module as we will be calling the random.int function later in the program.
2. The block of code is all written within a function we have named guess\_number.
3. The Function guess\_number is coded within two Try and Except blocks, where we test the code for errors (Try block), then use the Except block to handle any errors.
4. The first Try Except block asks the user to set the maximum number for the game.
5. We have set a variable (random.num) which will randomly select an unknown integer between 1 and the maximum we have prompted the user to set for the game (using the random.int function)
6. To play the game, we have created a while loop (containing the second Try Except block). This while loop will continue to run whilst true.
7. The user is prompted to guess the randomly unknown number (between 1 and the maximum they have just set.
8. We then direct the user based on their guess or if they wish to exit the game, using if, elif, else statements.
9. The second try except block then handles any input errors if an integer is not selected
10. The code finishes with closing off the first Try Except block by handling any errors with setting the maximum number (at the start of the game).