**ANDROID STUDIO DEVELOPMENT**

Instruction for Developing a Number Guessing Game

Objective

Develop an Android Guessing Game using Java where:

The player and the CPU compete in guessing a random number.

If the player guesses correctly, their score increases.

If the guess is wrong, the CPU's score increases.

The game tracks the number of attempts.

The player can reset the game at any time.

**Project Requirements**

* Random Number Generation

1. Generate a random number between 1 and 100 at the start of the game.

2. User Input Handling

3. Use an EditText field to accept the user’s guess.

4. Use a Button to submit the guess.

* Score Tracking

1. If the guess is correct, increase Player Score.

2. If the guess is wrong, increase CPU Score.

3. Display scores on the screen.

* Number of Attempts

Count and display the number of attempts taken.

* Game Feedback

1. Show hints like “Too high” or “Too low” to help the player.

2. Display a winning message if the player guesses correctly.

Game Reset Feature

Add a Reset Button to restart the game, resetting scores and attempts.