Guess the number game implementation player POV

In this assignment your task is to implement a game called 'guess the number' for an arbitrary range of numbers a, b. The number of tries should be set to the ceiling of the log base 2 of (b - a), that is if a is 0 and b is 200, then log2 (200 - 0) = 7.643 and the ceiling is just this number rounded to the nearest integer above it, hence we get 8.

Also, you should include a 0 but not include n in your numbers range, which Is mathematically represented as [0, n).

Both ceiling and log functions are present in the math module, though you can easily implement ceiling function yourself.

Your game should look something like this, you may use your own messages as long as they make sense.

Please enter 2 values for range:
0, 200

I have picked a number between 0 and 200, what's your guess?
You have 8 tries left.

100

This number is lower than the number I have in mind! Next try?
You have 7 tries left.

150

This number is lower than the number I have in mind! Next try?
You have 6 tries left

175

This number is higher than the number I have in mind! Another guess?
You have 5 tries left

163

Thaat's right! That was my number!

Play again? y/n

This assignment should be submitted by the next Wednesday June 8th 9 A.M.