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CIS-5

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**Random Number Guessing Game**

**Possible Variables:**

* **number** = variable to hold the randomly generated number
* **userguess** = variable to hold the user-inputted guess, this is used to compare with the randomly generated number
* **tries =** variable to hold the counter for user attempts

**Steps:**

1. Declare needed variables
   1. Userguess = holds the user’s guess
   2. Tries = holds the amount of attempts
   3. Number = holds the randomly generated number
2. Generate random number using seeded function with time. The number’s range should be between 1-1000
3. Ask opening prompt for user’s guess.
   1. “Enter what you think the generated number is”
4. Store user’s guess into appropriate variable
5. If guess attempts are not 0, then execute the main mechanics:
   1. Get guess from user.
   2. If userguess == number
      1. Output “You’re on the money! You guessed it right!”
      2. If guesses <10, Output “You did it! You got it in less than 10 tries!”
   3. If userguess < number
      1. Output “Your guess is too low. Try again.”
      2. Increment tries by 1.
   4. If userguess > number
      1. Output “Your guess is too high. Try again.”
      2. Increment tries by 1.
6. End Program