**Assignment Five: Number Guessing Game**

This will be your first foray into pair programming. One of you should be at the keyboard and mouse (Driver), while the other partner is helping discuss the ideas (Navigator). We will switch roles every 10 minutes. **Note that you and your partner will receive the same grade for this assignment.**

For this assignment, you will create a game that does the following:

* generates a random number from 1 to 100
* repeats the following until the user guesses the number
  + gets the user to guess the number
  + tells the user if the number is too high or too low
* congratulates the user when they guess the correct number with a message such as "Way to go! You guessed the right number in 9 tries!"

When you complete the basic functionality, put up your hand and I'll tell you how you can make it even better! [Note to self: STILL too..., WAY too..., very close, but it's too..., CPU/human reverse roles..., verify valid input, specific number of attempts...]

**Additional Levels**

* Level 2: If user guess is >= 40 away from the answer, sprite should say "You're WAY too high!" or "You're WAY too low!"
* Level 3: If user guess is very close (<=3), sprite should say "You're just a little too low" or "You're just a little too high"
* Level 4: If the user's guess is low 2 or more times in a row, the sprite should say "You're Still too high", and the converse for low guesses.
* Level 5: Add functionality to ensure that users are inputting a valid guess (1-100). If the guess is invalid, report that to the user and have them guess again.

Submit your assignment as a link to your published project on the Scratch website.