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<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>AI Number Guessing Game</title>
  <style>
    body {
      font-family: Arial, sans-serif;
      text-align: center;
      background: #f4f4f9;
      margin: 0;
      padding: 20px;
    }
    h1 {
      margin: 10px 0;
      color: #333;
    }
    #game-box {
      margin-top: 30px;
      padding: 20px;
      background: white;
      border-radius: 12px;
      box-shadow: 0 4px 10px rgba(0,0,0,0.1);
      display: inline-block;
      width: 90%;
      max-width: 400px;
    }
    #guess-text {
      font-size: 1.5em;
      margin: 20px 0;
    }
    button {
      display: block;
      width: 100%;
      margin: 10px 0;
      padding: 15px;
      font-size: 18px;
      border: none;
      border-radius: 10px;
      cursor: pointer;
      color: white;
    }
    .start-btn { background: #28a745; }
    .higher-btn { background: #007bff; }
    .lower-btn { background: #ffc107; color: black; }
    .correct-btn { background: #dc3545; }
    .play-again-btn { background: #6f42c1; display: none; }
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    button:disabled {
      background: #aaa !important;
      cursor: not-allowed;
    }
  </style>
</head>
<body>
  <h1>🤖 AI Number Guessing</h1>
  <p>Think of a number between <b>1</b> and <b>100</b>. <br>The AI will guess it!</p>

  <div id="game-box">
    <h2 id="guess-text">Tap "Start" to begin!</h2>
    <button onclick="startGame()" class="start-btn" id="btn-start">▶ Start</button>
    <button onclick="higher()" id="btn-higher" class="higher-btn" disabled>⬆ Higher</button>
    <button onclick="lower()" id="btn-lower" class="lower-btn" disabled>⬇ Lower</button>
    <button onclick="correct()" id="btn-correct" class="correct-btn" disabled>✅
Correct</button>
    <button onclick="resetGame()" id="btn-play-again" class="play-again-btn">🔄 Play
Again</button>
  </div>

  <script>
    let min, max, guess;

    function startGame() {
      min = 1;
      max = 100;
      guess = Math.floor((min + max) / 2);
      document.getElementById("guess-text").innerText = "Is your number " + guess + "?";
      enableButtons(true);
      document.getElementById("btn-start").style.display = "none";
      document.getElementById("btn-play-again").style.display = "none";
    }

    function higher() {
      min = guess + 1;
      makeGuess();
    }

    function lower() {
      max = guess - 1;
      makeGuess();
    }

    function correct() {
      document.getElementById("guess-text").innerText = "🎉 The AI guessed your number: "
+ guess;
      endGame();
    }
  </script>
</body>
</html>

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    }

    function makeGuess() {
        if (min > max) {
            document.getElementById("guess-text").innerText = "😓 Did you change your
number?";
            endGame();
            return;
        }
        guess = Math.floor((min + max) / 2);
        document.getElementById("guess-text").innerText = "Is your number " + guess + "?";
    }

    function enableButtons(enable) {
        document.getElementById("btn-higher").disabled = !enable;
        document.getElementById("btn-lower").disabled = !enable;
        document.getElementById("btn-correct").disabled = !enable;
    }

    function endGame() {
        enableButtons(false);
        document.getElementById("btn-play-again").style.display = "block";
    }

    function resetGame() {
        document.getElementById("guess-text").innerText = "Tap \"Start\" to begin!";
        enableButtons(false);
        document.getElementById("btn-start").style.display = "block";
        document.getElementById("btn-play-again").style.display = "none";
    }
</script>
</body>
</html>

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Ai chay history link: <https://chatgpt.com/share/68c7e583-2da8-8007-bbe3-91f1e8d84983>