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**Task: FizzBuzz Documentation**

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**AI LAB TASK :2**

**Mini Project :1**

**FizzBuzzGame Documentation**

**Introduction**

FizzBuzzGame is a simple Python-based game that tests the user's understanding of the classic FizzBuzz logic. The game runs for a set number of rounds, where the computer displays a number, and the user has to respond with the correct FizzBuzz answer.

**How the Game Works**

The game runs for a set number of rounds. In each round:

The computer shows a number. You have to respond based on the **sum of this number and the one from the previous round**.The game checks your answer and tells you if it’s correct or not.The FizzBuzz rules are:

* If the number is divisible by 3, the answer is “Fizz”.
* If divisible by 5, the answer is “Buzz”.
* If divisible by both 3 and 5, the answer is “Fizz Buzz”.
* Otherwise, just reply with the number itself.

**Functions Used**

**1. Constructor (\_\_init\_\_)**  
Sets up the game with total rounds and stores the previous number.

**2. fizzbuzz\_rule()**  
Checks and returns the correct FizzBuzz response for a given number.

**3. play()**  
Runs the game. Handles the loop, takes user input, checks answers, and gives feedback.

**Common Problems and Fixes**

**User doesn’t know what number to answer for**The user may get confused because the actual number (current + previous) is not shown. Display the actual number before asking for input.**First round confusion**In the first round, the previous number is 0, which may be unclear.Add a short message to explain this before the game starts**Input formatting issues**  
If the user types “Fizz” with spaces or capital letters, it might be marked wrong.The input should be trimmed and made lowercase before checking. This is already handled.

**Features**

* Custom number of rounds
* FizzBuzz logic with an added twist
* Immediate feedback on answers
* Tracks previous number for calculation
* Case-insensitive and space-insensitive input checking

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