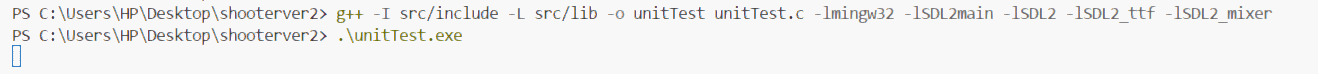
Function: void initSDL() No error after compiled



A window is created

A screenshot of a computer

Description automatically generated

Function: loadResources()

A screenshot of a video game

Description automatically generated

Function: getUsername()

A screenshot of a video game

Description automatically generated

A close-up of a computer screen

Description automatically generatedFunction: void randomNumber(char \*magicNumber, int number\_length)

Random 6-digits number:

Function: void formatGuess(const char \*magicNumber, const char \*guessed,

A blue background with orange text

Description automatically generated char \*formatted, int number\_length);  
  
+ Had a correct digit:

A blue and white background with text

Description automatically generated

+ Had multiple correct digits:

Function: void gameLoop(const char \*magicNumber, int number\_length, const char \*username);

A number on a blue background

Description automatically generated

+ Time counts right after inputting username\



+ Calculate ratio

A blue background with black text

Description automatically generated

Function: void saveHighScores(Score scores[], int count)

A screenshot of a computer

Description automatically generated

+ High score is saved in a file

A screenshot of a video game

Description automatically generated

Function: void saveHighScores(Score scores[], int count)