AI BASED NUMBER GUESSING GAME

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INTRODUCTION

In this project, we are designing an **Al-powered number guessing game** where an intelligent algorithm efficiently finds a secret number chosen by the user. Instead of randomly guessing numbers, the Al applies a **logical and structured approach** to minimize the number of guesses.

This problem is an excellent way to understand how AI can make decisions, eliminate possibilities, and reach a conclusion efficiently—a concept widely used in search algorithms, machine learning, and AI-driven decision-making systems.

UNDERSTANDING THE PROBLEM

The game consists of two participants:

- **The User:** Thinks of a secret number between 1 and 100 and provides feedback after each guess.
- The AI: Tries to guess the number as quickly as possible based on the user's feedback.

The AI follows a structured process:

- 1. Make an initial guess.
- 2. Receive feedback from the user on whether the guess is:
 - Correct.
 - Too High (i.e., the guessed number is greater than the secret number).

- Too Low (i.e., the guessed number is smaller than the secret number).
- 3. Adjust the range based on the feedback.
- 4. **Repeat the process** until the correct number is found.

The goal is to guess the correct number in the least number of attempts by using a systematic approach rather than random guesses.

CHALLENGES IN THE PROBLEM

A random guessing approach would involve the AI picking numbers arbitrarily between 1 and 100 until it finds the correct one. This is **highly inefficient** because:

- The AI might take a long time to guess correctly.
- In the worst case, the AI could require up to 100 guesses.

For example, if the user's secret number is **75**, and the AI guesses randomly, it could take **dozens of attempts** before reaching the correct number.

Instead, we need a more **optimized and intelligent approach** that significantly reduces the number of guesses required.

METHADOLOGY

To achieve an efficient guessing strategy, the AI utilizes the **Binary Search Algorithm**, which follows a structured decision-making process. This ensures that the number is found in the fewest possible attempts.

STEPS

1. Define the Problem:

- The user selects a secret number within a given range (e.g., 1 to 100).
- The AI must guess this number based on user feedback.

2. Choosing an Efficient Algorithm:

- A random guessing approach is inefficient as it may take up to 100 attempts.
- Instead, Binary Search is used, which significantly reduces the number of guesses by half at each step.

3. Binary Search Implementation:

- o The AI starts with a range (low = 1, high = 100).
- o It selects the midpoint as the first guess:
- Based on user feedback:
 - If too low, adjust low = guess + 1.
 - If too high, adjust high = guess 1.
 - If correct, the game ends.

o This process repeats until the AI finds the number.

OPTIMISATION AND EDGE CASES

- **Handling incorrect inputs:** Ensures users provide valid feedback.
- **Expanding range flexibility:** Allows users to define custom ranges.
- Tracking past guesses: Prevents redundant calculations.

CODE

```
def play game():
  """Efficient AI-based number guessing game with user input."""
  # Step 1: Ask the user to enter a secret number
  while True:
    try:
      secret number = int(input("Enter a secret number between 1
and 100: "))
      if 1 <= secret number <= 100:
        break
      else:
        print("Please enter a valid number between 1 and 100.")
    except ValueError:
      print("Invalid input! Please enter an integer.")
  print("\nThe AI will now try to guess your number!")
  # Step 2: Initialize search bounds and attempts counter
  lower bound, upper bound = 1, 100
  attempts = 0
  # Step 3: AI starts guessing using binary search logic
  while lower bound <= upper bound:
```

```
guess = (lower bound + upper bound) // 2 # AI picks the
midpoint
    attempts += 1
    remaining options = upper bound - lower bound + 1 # Possible
remaining numbers
    # Print the guess and remaining possible numbers
    print(f"Al guesses: {guess} (Remaining possible numbers:
{remaining options})", end=" ")
    if guess == secret number: # AI guessed correctly
      print("  Correct!")
      print(f"Al guessed your number {secret number} in {attempts}
attempts! 🏂")
      return # End the game
    elif guess < secret number: # AI guessed too low
      print("-> Too low")
      lower bound = guess + 1 # Adjust lower bound
    else: # AI guessed too high
      print("-> Too high")
      upper bound = guess - 1 # Adjust upper bound
```

Run the game

OUTPUT

CREDITS

ALGORITHM & INSPIRATION:

→Official Python Website: https://www.python.org/

→ Binary Search Algorithm for efficient guessing

TOOLS AND TECHNOLOGIES USED:

→ **Programming Language:** Python

→ **Development Environment:** GOOGLE Colab notebook