Number Guessing Game Documentation

Description

This is a simple number guessing game implemented in Python. The game allows a user to input an upper bound, and then guess a random number generated between 1 and the upper bound. The game provides feedback on whether the guess is too high or too low and counts the number of guesses.

How the Code Works:

1. Welcome Screen:

 A welcome message is displayed using print statements to make the game feel more interactive.

2. Upper Bound Input:

 The user is asked to provide a number as an upper bound for the random number to guess. If the input is not a number, the program quits.

3. Generating a Random Number:

The program uses Python's random module to generate a random number between
1 and the upper bound provided by the user.

4. Game Loop:

- o The user is prompted to guess the number.
- If the guess is incorrect, feedback is given ("too low" or "too high"), and the number of guesses is tracked.
- o If the guess is correct, the game ends with a congratulatory message showing the number of attempts taken.

5. Input Validation:

o The game ensures that the user's input is a valid number.

6. End of Game:

• The program prints the total number of guesses the user made before getting the correct answer.

Code Breakdown:

- import random: Imports the random module to generate random numbers.
- input(): Takes user input for the upper bound and guesses.

- random.randint(0, top_of_range): Generates a random integer between 1 and the upper bound.
- while True: Creates an infinite loop that continues until the user guesses correctly.
- if __name__ == "__main__":: Ensures the game runs only if the script is executed directly.

Instructions to Run the Game:

1. Clone this repository:

bash

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git clone <repository-url>

cd <repository-directory>

- 2. Ensure you have Python installed (preferably Python 3.x).
- 3. Run the Python script:

bash

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python number_guessing_game.py

4. Follow the prompts in the terminal to play the game.