

The GUI enables the human user to play a game against a computer agent. The choice of the game is "Guess the number".

It is a Single-round game. The computer agent randomly generates an integer number within the range of 10.

If the computer agent wins, it gloats about its intelligence by telling you the right answer and how much you are missing, which is more than one phrase and should be sufficient.

If the computer agent loses, it compliments the human user on their intelligence by saying "what's the odds", which is more than one phrase and should be sufficient.

The GUI is block-based, designed entirely by myself, and didn't use the pre-defined interface by Gradio.