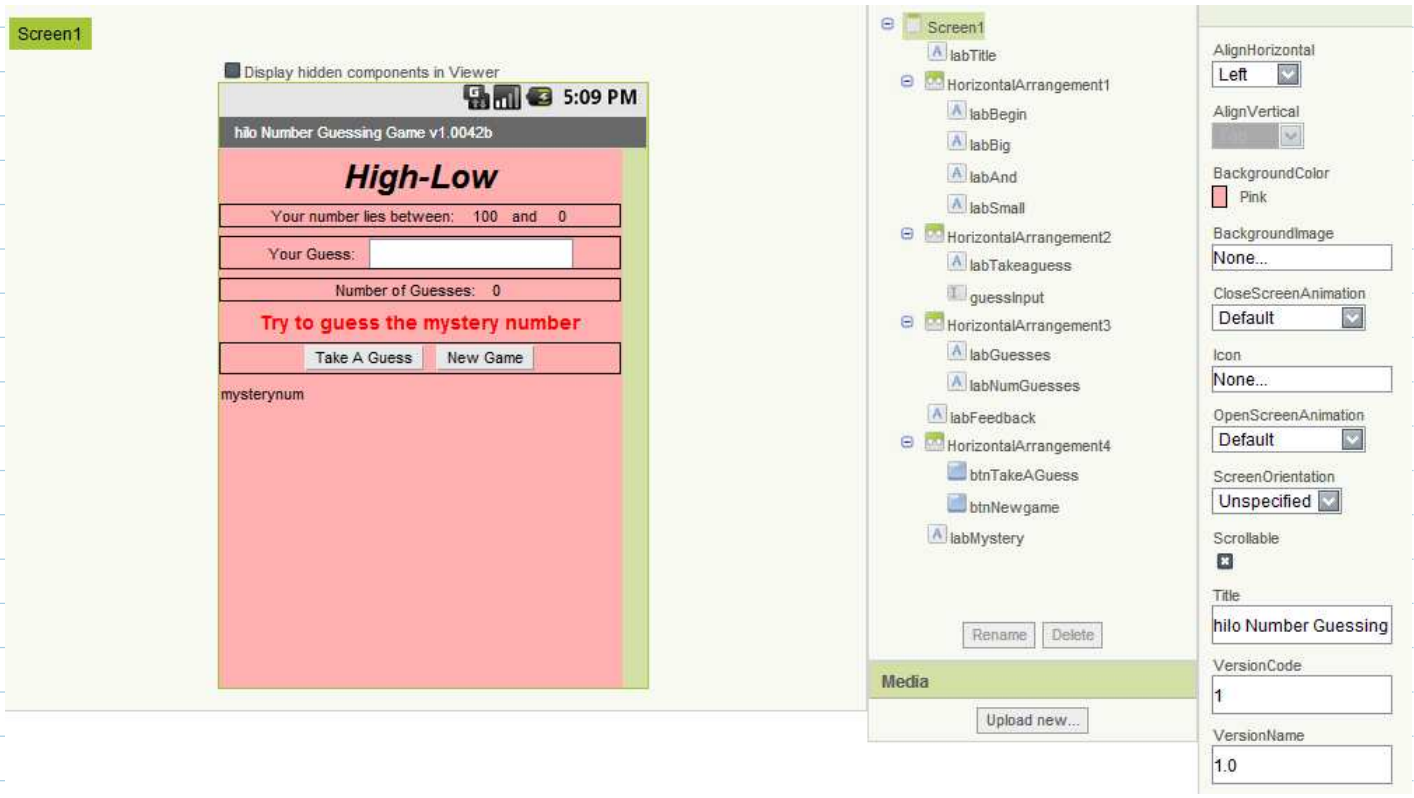
HiLo

Friday, 22 February 2013
9:07 AM

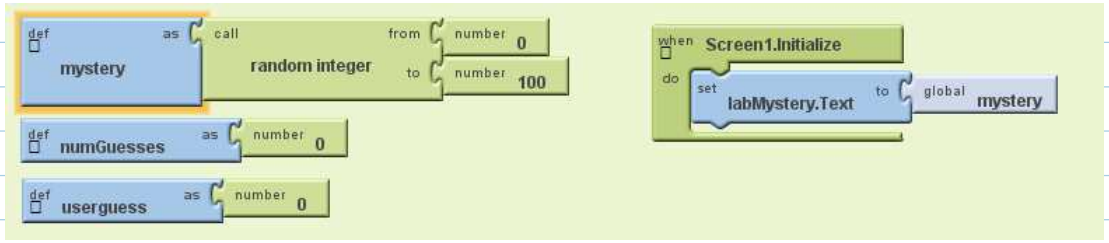
A classic "guess the number" game that randomly picks a number and then provides the user 10 attempts to guess it, feeding back appropriately as they go

It's interface is fairly simple:

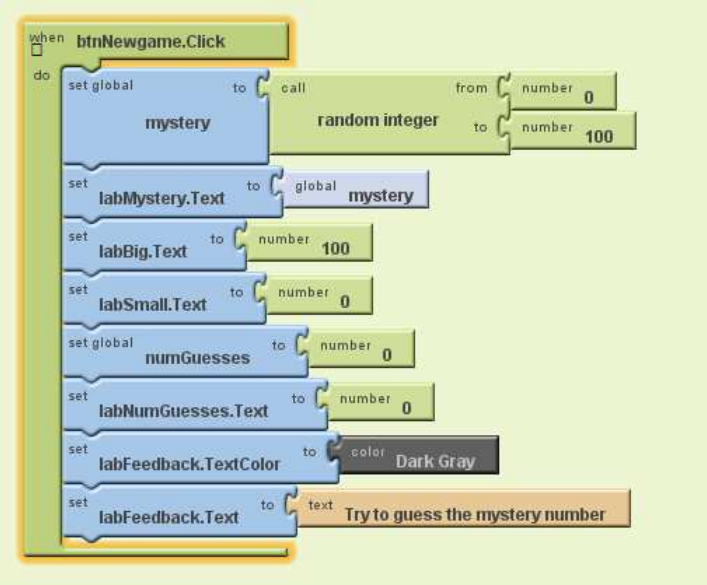
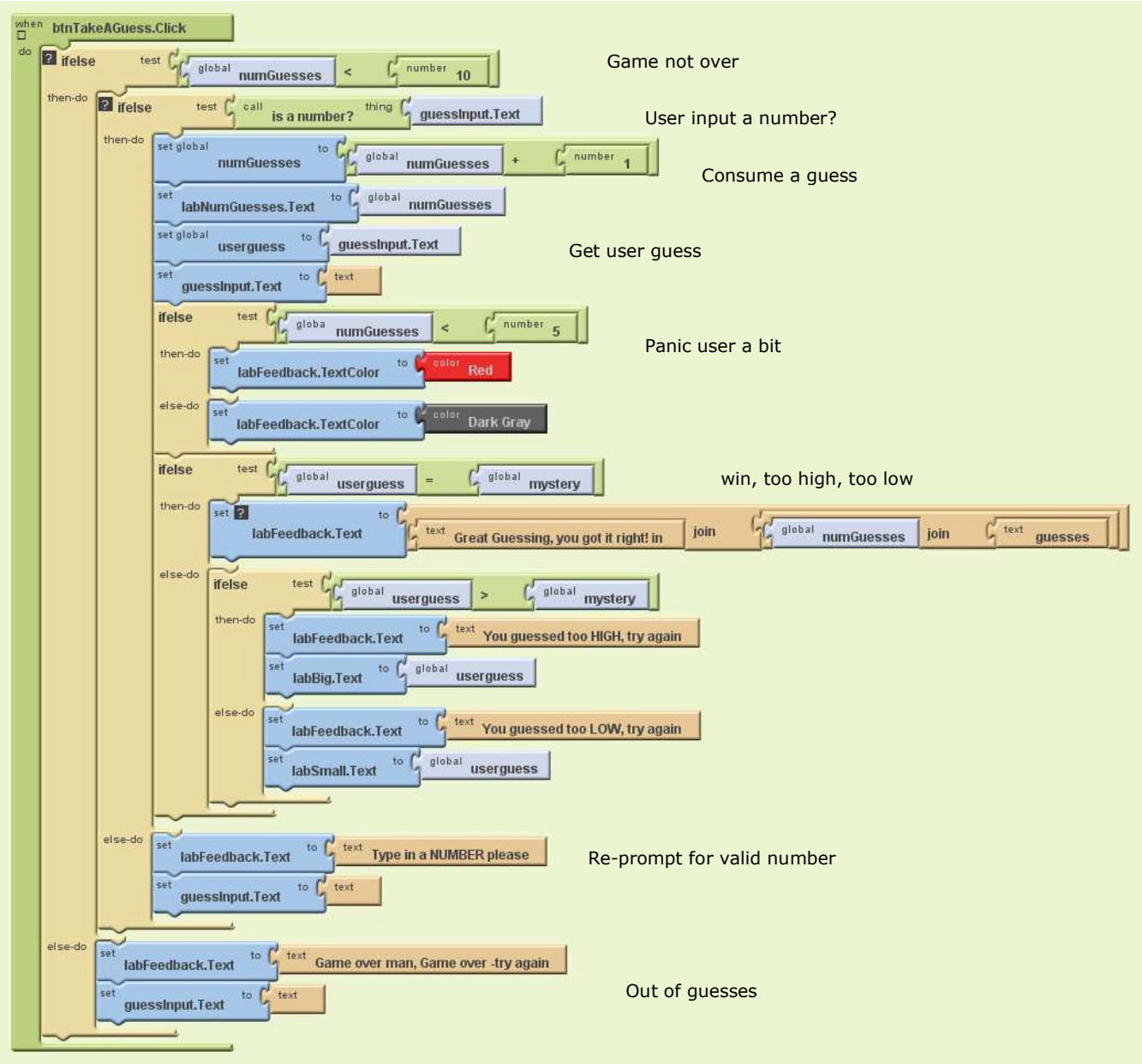


Note I have separated out all the little label bits, but could have easily been catenated together. Note also I am DISPLAYING the mystery number (so you know there is one, what it is and that the logic is working) - clearly you would HIDE this in the production version of this game.

First, some variables to make the gameplay easier:



The "new game" suggests that the whole "pick a random number, clean up the display" thing should also be procedurised:



Finally, the "take a guess" process: