**English 205**

**Best**

**Number Guessing Game in Twine**

To practice coding a loop in Twine, you’re asked to make a small game that’s a common programming assignment.

The game should have an intro passage explaining the rules of the game. You can copy this:

Welcome to a number guessing game. I am thinking of a number between 1 and 100. You will be asked to guess it. I will tell you if your guess is higher or lower than the number I've chosen. You win by guessing my number!

The game should randomly choose a secret number between 1 and 100. Then, via the (prompt:) macro, the game will ask the user to guess a number. The player will input the number. The game then will tell the player if their guess was too high or too low. If the guess was the correct number, the game should move to a “win” passage. This passage should then say something like, “Yes, *x* is the correct number!”

The game should also keep track of the number of turns it takes for the player to guess the number. The number of turns should be displayed in the “win” passage.

Here’s one key bit of code you’ll need. The (prompt:) macro assumes whatever it receives is a string. You’ll need to convert the player’s guess to a number using (num:). Then Twine can compare it to the secret number. In the below code, I’m using $guess as the variable for whatever the player inputs.

(set: $guess to (num: (prompt: "What number do you guess?")))

The game I created for this exercise had a total of five passages. I used (if:) and (goto:) to arrive at several of them. You might have a different approach and slightly more or fewer passages, but you certainly wouldn’t want a passage for every single number that could be guessed. Good luck!