

Code Sheet - What a Game Needs to Remember

The top of the Guessing Game's file, GuessingGameView.swift. Keep this sheet beside your task cards.

```
1 // The game's settings. They sit up here, outside the game,
2 // so that every part of the game below can use them.
3 // TRY: Change highestNumber to 10 for an easy game, or to 1000 for a hard one.
4 let lowestNumber: Int = 1
5 let highestNumber: Int = 100
6
7 // The game itself: what it remembers, what it shows on the screen,
8 // and what it does when you click a button.
9 struct GuessingGameView: View {
10
11     // MARK: - Stored properties
12
13     // Each @State variable is something the game remembers.
14     // When one of them changes, the screen updates by itself.
15
16     // The number the player is trying to find. The app picks it at random.
17     @State var secretNumber: Int = Int.random(in: lowestNumber...highestNumber)
18
19     // The guess the player is about to make. It starts in the middle.
20     @State var guess: Int = (lowestNumber + highestNumber) / 2
21
22     // How many guesses the player has made in this game.
23     @State var guessCount: Int = 0
24
25     // The message shown to the player, with a symbol and a colour to match it.
26     @State var message: String = "I'm thinking of a number from \(lowestNumber) to \(highestNumber)."
27     @State var messageSymbol: String = "questionmark.circle.fill"
28     @State var messageColor: Color = Color.indigo
29
30     // Becomes true when the player finds the secret number.
31     @State var gameIsOver: Bool = false
```