Countdown Timer

Create a countdown timer to make the game more difficult

Create a object_timer, but do not make a sprite. The programming will do it for you.

Object_Timer

___ Event: Create

Action: Set Variable
Applies to: Self
Variable: time left

Value: 60 Not Relative

Events: Create Actions: WAR Set variable time_left to 60 Set Alarm 0 to 30

[same event]

Action: Set Alarm
Applies to: Self

Number of Steps: 30 In Alarm No: Alarm 0

Not Relative

Event: Alarm < Alarm 0>

UAR Action: Set Variable

Applies to: Self Variable: time left

Value: -1 Check Relative

[same event]

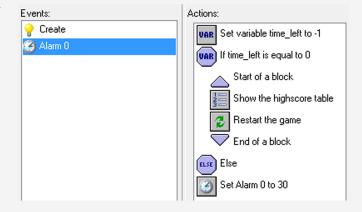
Action: Test Variable

Variable: time_left

Value: 0

Operation: Equal To

No NOT



[same event]

Action: Start Block

[same event]

Action: Show Highscore

[same event]

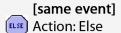
Action: Restart Game

__ {same event]

Action: Close Block

If you want the timer to run out and restart the level rather than end the game, replace the **Show High Score and Restart the Game** with losing a life. See **Lives** card to do so.

Countdown Timer



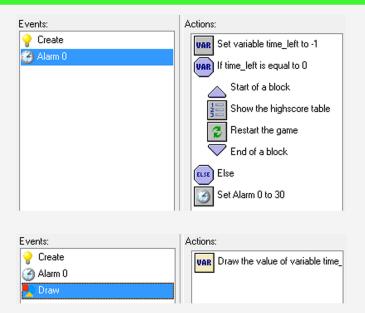
[same event]

Action: Set Alarm Applies to: Self Number of Steps: 30 In Alarm No: Alarm 0 Not Relative

Event: Draw

UAR Action: Draw Variable Variable: time left

> x: 535 y: 425 Not Relative



You must place the object_timer in the game room (it doesn't matter where) even though there isn't a sprite. You will see a **()** instead.

To change the font and color of the timer numbers on the game screen

- 1. In the Game Maker menu bar, find and click Create a font
- 2. Choose a font, size, bold and italic settings
- 3. Click OK and reopen the object_timer properties

Object_Timer

Event: Draw



Tr Action: Set Font Choose the Font Align: Left

[same event]



Action: Set Color **Choose Color**



These (x,y) coordinates will put the timer in the Bottom Right of the screen. For other placements, see Coordinate Placements card.