

Countdown Timer


Part 1 of 2




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:	Actions:
 Create	 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>


 Action: Set Variable
Applies to: Self
Variable: time_left
Value: -1
Check Relative

Events:	Actions:
 Create	 Set variable time_left to -1
 Alarm 0	 If time_left is equal to 0
	 Start of a block
	 Show the highscore table
	 Restart the game
	 End of a block
	 Else
	 Set Alarm 0 to 30


[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.





Continued on Part 2 of 2


Countdown Timer

Part 2 of 2

- [same event]**
 Action: Else
- [same event]**
 Action: Set Alarm
 Applies to: Self
 Number of Steps: 30
 In Alarm No: Alarm 0
 Not Relative
- Event: Draw**
 Action: Draw Variable
 Variable: time_left
 x: 535
 y: 425
 Not Relative

Events:	Actions:
 Create	 Set variable time_left to -1
 Alarm 0	 If time_left is equal to 0
	 Start of a block
	 Show the highscore table
	 Restart the game
	 End of a block
	 Else
	 Set Alarm 0 to 30


Events:	Actions:
 Create	
 Alarm 0	
 Draw	 Draw the value of variable time_


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**
 Action: Set Font
 Choose the Font
 Align: Left

- [same event]**
 Action: Set Color
 Choose Color

Events:	Actions:
 Create	
 Alarm 0	
 Draw	 Draw the value of variable time_
	 Set font to font_score
	 Set the color

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