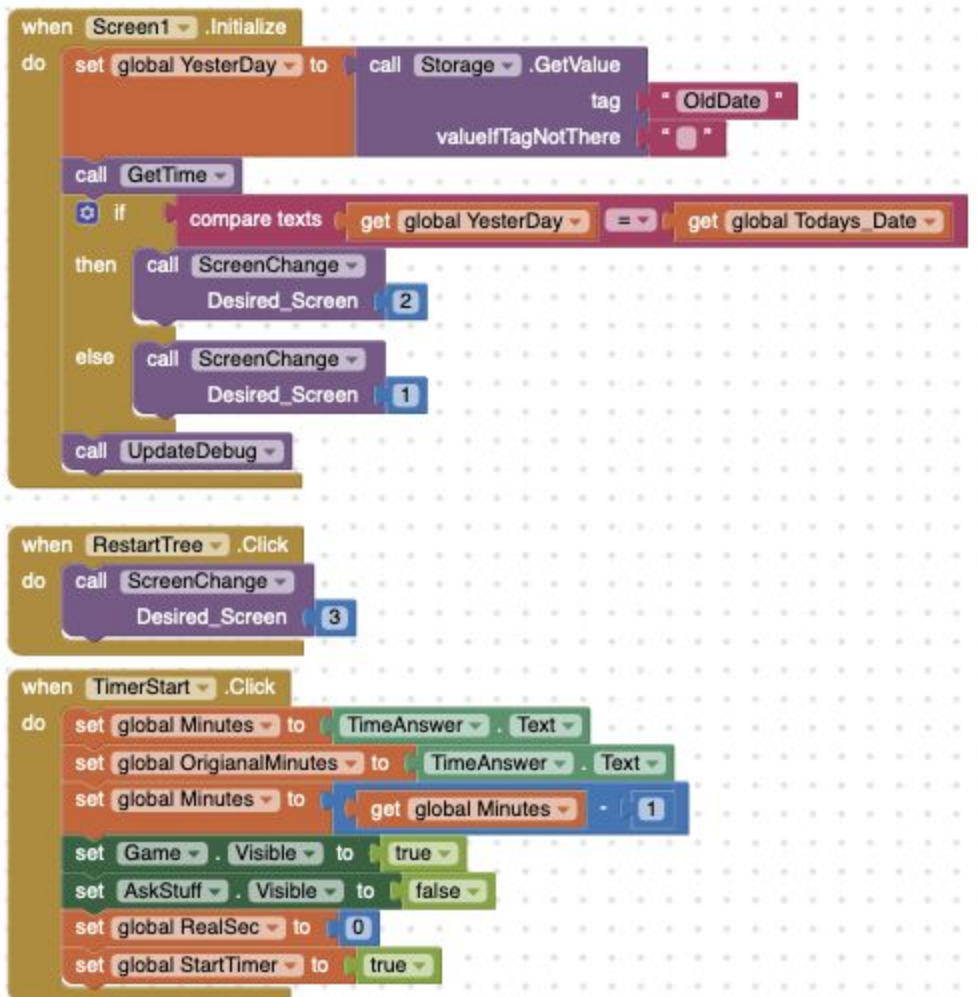
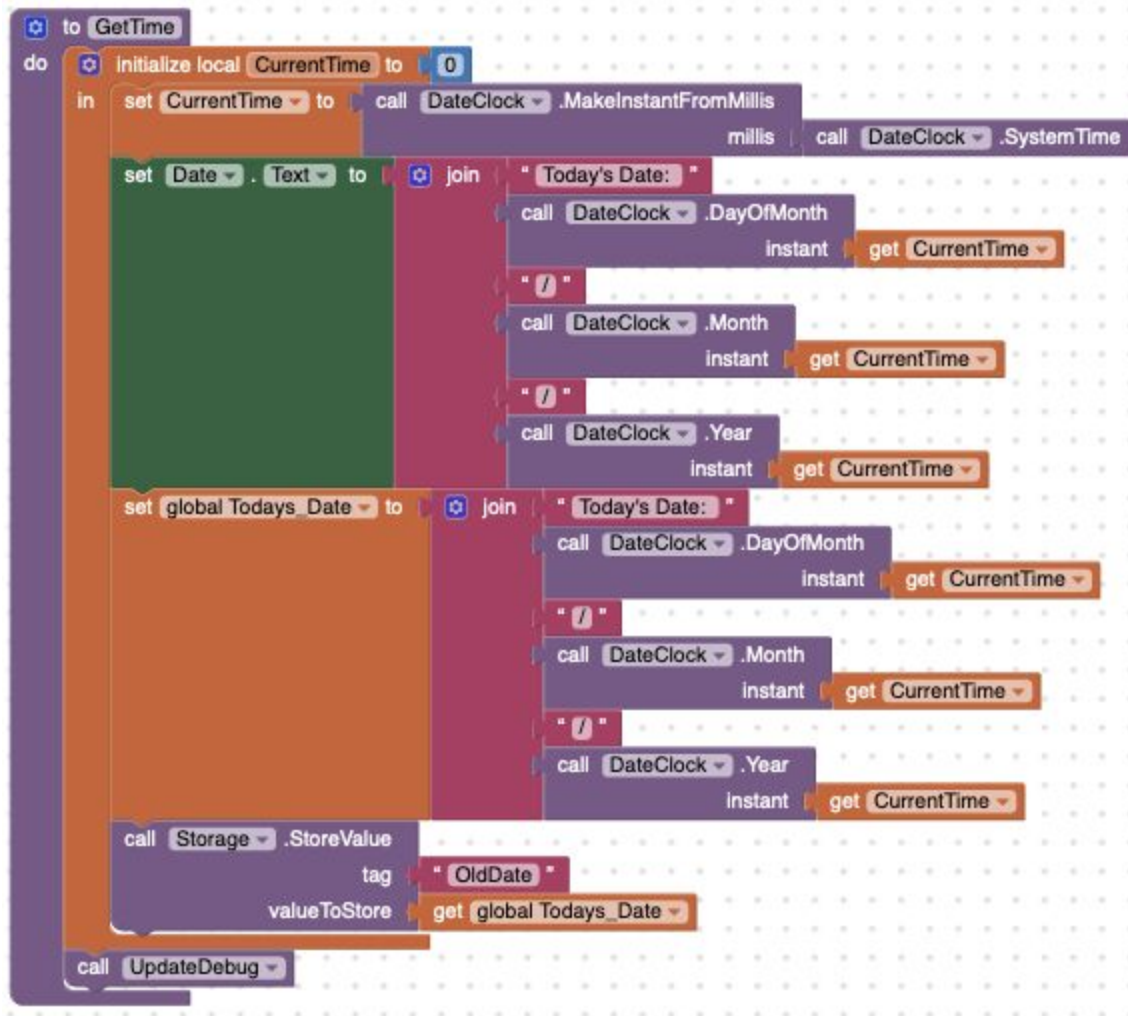
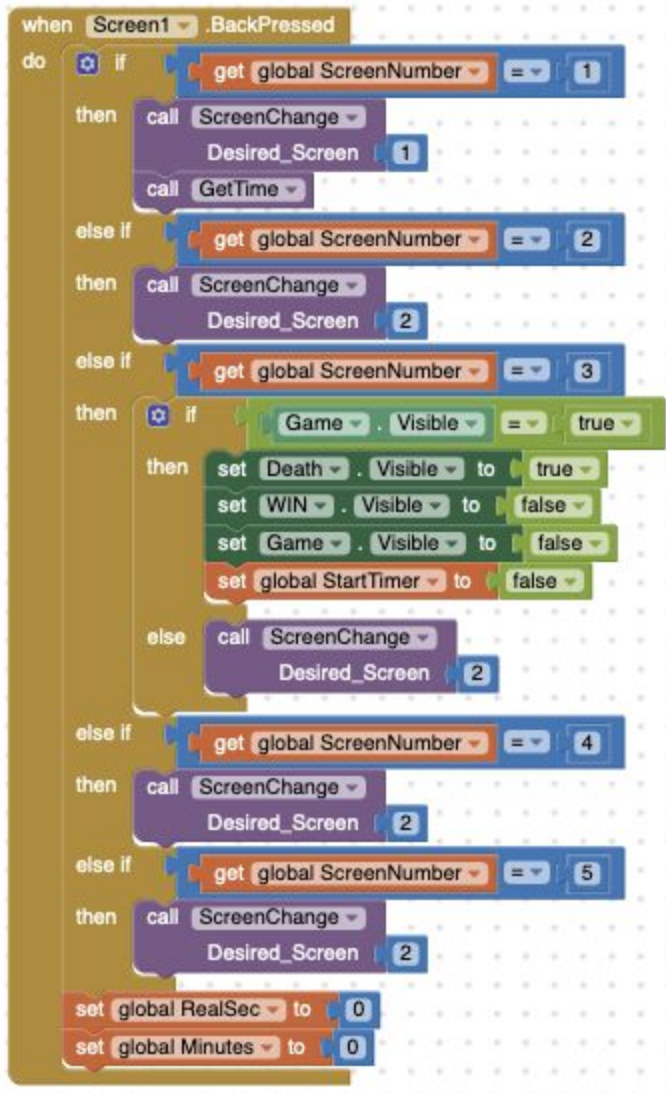


initialize global PomActive to false	initialize global PomGoal to ""
initialize global OriginalMinutes to 0	initialize global RealSec to 60
initialize global Yesterday to ""	initialize global Minutes to 0
initialize global StartTimer to false	initialize global TreeDeaths to 0
initialize global ScreenNumber to 1	initialize global Click to 0
initialize global Todays_Date to ""	initialize global Break to false

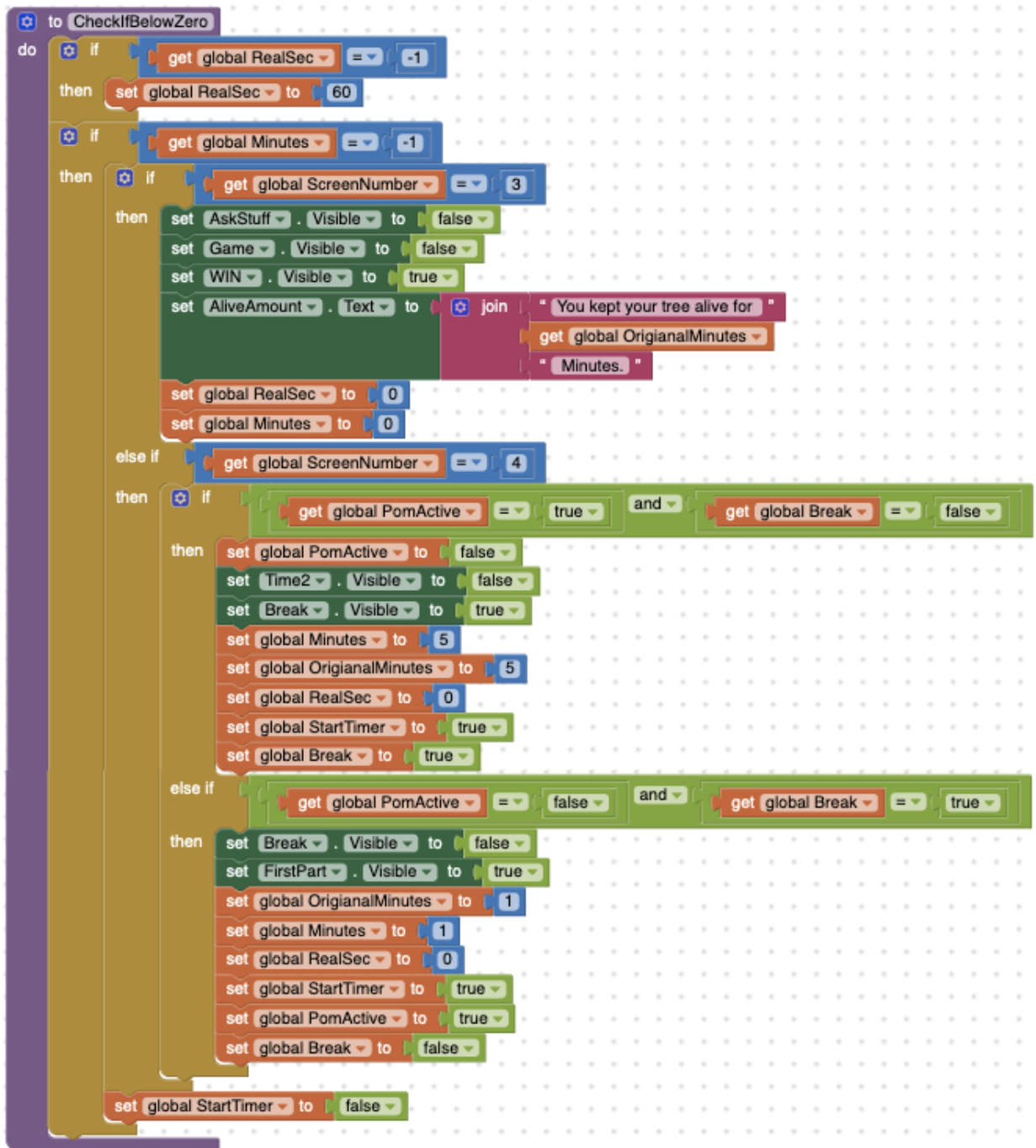








```
to UpdateDebug
do
  set OldDateDEBUG . Text to get global Yesterday
  set DateDEBUG . Text to get global Todays_Date
  set RealSecondDEBUG . Text to join " RealSeconds: "
  get global RealSec
  set MinutesDEBUG . Text to join " Minutes: "
  get global Minutes
  set SetVariableDEBUG . Text to join " PomActive: "
  get global PomActive
  set StartDEBUG . Text to join " Start: "
  get global StartTimer
  set ScreenNumberDEBUG . Text to join " ScreenNumber: "
  get global ScreenNumber
  set BreakDEBUG . Text to join " Break: "
  get global Break
  set PomActiveDEBUG . Text to join " PomActive: "
  get global PomActive
  set OriginalMinutesDEBUG . Text to join " OriginalMinutes: "
  get global OriginalMinutes
```



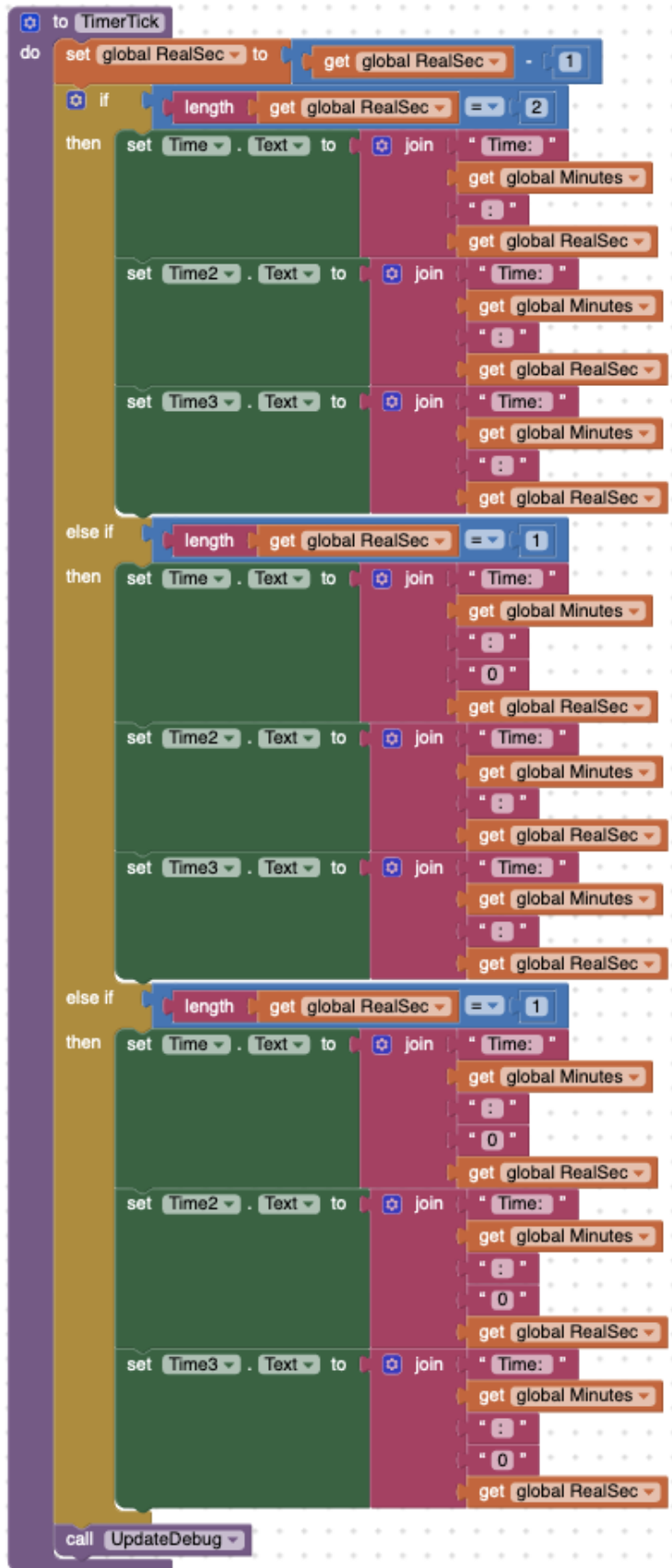


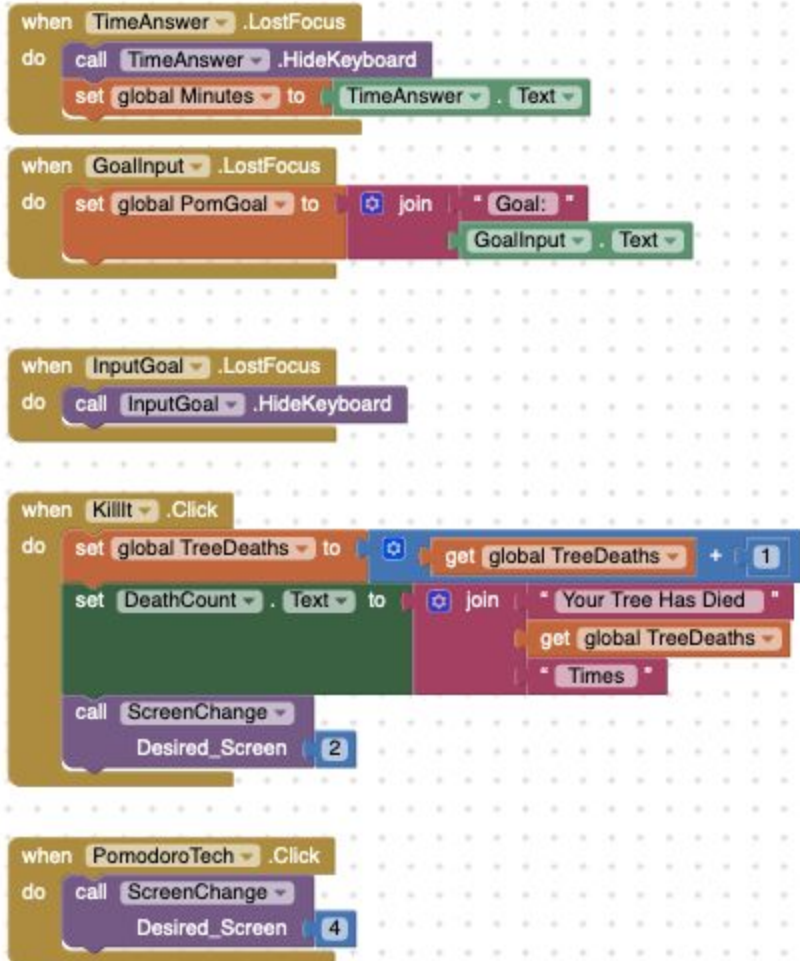
```
when ClearStorage .Click
do
  call Storage .ClearAll
  set global Click to 0
  set DEBUG1 . Visible to false
  set global Yesterday to ""
```

```
when DoneGoalInput .Click
do
  call ScreenChange
  Desired_Screen 2
```

```
when StartPomTimer .Click
do
  set FirstPart . Visible to true
  call GoalInput .HideKeyboard
  set Vert1 . Visible to false
  set Vert2 . Visible to false
  set GoalLabel . Text to get global PomGoal
  set Time2 . Visible to true
  set global PomActive to true
  set global Minutes to 25
  set global OrigianalMinutes to 25
  set global RealSec to 0
  set global StartTimer to true

when SettingsButton .Click
do
  call ScreenChange
  Desired_Screen 5
```





```

to TimerCheckIfZero
do
  if
    get global RealSec = 0
  then
    if
      get global Minutes = 0
    then
      if
        get global ScreenNumber = 3
      then
        set AskStuff . Visible to false
        set Game . Visible to false
        set WIN . Visible to true
        set AliveAmount . Text to join " You kept your tree alive for "
          get global OriginalMinutes
          " Minutes. "
        set global Minutes to 0
        set global RealSec to 0
        set global StartTimer to false
      else if
        get global ScreenNumber = 4
      then
        if
          get global PomActive = true and get global Break = false
        then
          set global PomActive to false
          set Break . Visible to true
          set FirstPart . Visible to false
          set global Minutes to 5
          set global OriginalMinutes to 5
          set global RealSec to 0
          set global StartTimer to true
          set global Break to true
        else if
          get global PomActive = false and get global Break = true
        then
          set Break . Visible to false
          set FirstPart . Visible to true
          set global OriginalMinutes to 1
          set global Minutes to 1
          set global RealSec to 0
          set global StartTimer to true
          set global PomActive to true
          set global Break to false
        end if
      end if
    end if
  end if
end

```

