Simple timer mechanic

WHILE coinsCollected < 10:

startTimer(300):

ENDWHILE

return (“You win”)

function startTimer(duration):

startTime= getCurrentTime()

endTime= startTime + duration

WHILE getCurrentTime() < endTime:

return(“Task has been failed”)

ENDWHILE

fimction getCurrentTime()

#A custom made library here or specific functions depending on the platform will be most useful here e.g. for the relevant language C# will be the DateTime structure which is built in.