Kevin Boer: Haxe Individual argumentation

For the "You've been alive for (Seconds)" timer that the player can see we've put this in as a UI that's why the timer is in the upper right corner because it's not in the way for the player but it is still noticeable to the player.

This feature also gives the players some competition against each other of how long the other can survive.

For the code itself we did not want it too big so that's why we have 500x50 we only saw one time that score got over 100 seconds that the last seconds didn't want to show up anymore because it was too narrow to get over the 99 seconds, so we should expand the width some more to show the 3rd second.

Furthermore for the code we've implemented that the timer will add 1 second every frame and is then divided by 60, which is the framerate to get the number of seconds that the player has been "alive" for.