

Ticktock recipe

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Add the GUI

1. To starterGui, add screengui. To screengui add a frame and rename to 'Timer'. Make background color to black, background transparency to 0.3.
2. To timer add a TextLabel. Set appropriate text color, font, text size etc. Background transparency to 1. Text to blank.
3. Add a script to Timer. In that add below code.

```
local timeVal = 30
```

```
local timerStarted = false
```

```
local completed = false
```

```
local timeLabel = script.Parent.TextLabel
```

```
local lPlayer = game.Players.LocalPlayer
```

```
timeLabel.Text = tostring(timeVal)
```

```
local function StartTimer(otherPart)
```

```
end
```

```
local function FinishTimer(otherPart)
```

```
end
```

4. Basically, we have variable to hold the current time (timeVal), whether or not timer started (timerStarted), whether or not game was able to complete the game in time (complete). We also have a variable to hold reference to textLabel in Timer. The StartTimer() and FinishTimer() will be used to when user touches start and stop parts.

Add start and stop parts.

1. From this link - <https://create.roblox.com/store/asset/14952008343/Roblox-item-flag> - do GetModel and drag and drop it to 3D view. Set scale to 0.2. Rename to StartFlag.
2. Under the StartFlag, put a part->block, make color red, material brick and rename to Start.
3. Duplicate the StartFlag, rename to StopFlag. and place it far so that user can run to it and touch it to stop the timer.
4. Under the StopFlag, put a part->block, make color green, material brick and rename to Stop.

Start stop code

1. In the script shown above, at the top add below code

```
local start = game.Workspace.Start
```

```
local stop = game.Workspace.Stop
```

2. At the bottom add below code.

```
start.Touched:Connect(StartTimer)
```

```
stop.Touched:Connect(FinishTimer)
```

3. Basically we are holding the reference to Start and Stop in the 3d world in variables and whenever they are touched, we want the execute corresponding functions.
4. In the StartTimer add below code –

```
local humanoid = otherPart.Parent:FindFirstChild("Humanoid")
```

```
if humanoid ~= nil and not timerStarted then
```

```
    timerStarted = true
```

```
    while timeVal > 0 and not completed do
```

```
        wait(1)
```

```
        timeVal = timeVal - 1
```

```
        timeLabel.Text = tostring(timeVal)
```

```
end
```

```
if not completed then
```

```
    humanoid.Health = 0
```

```
end
```

```
end
```

5. In The FinishTimer add the below code –

```
local humanoid = otherPart.Parent:FindFirstChild("Humanoid")
```

```
if humanoid ~= nil then
```

```
    completed = true
```

```
end
```

6.

Play

1. Play and see.
2. If you touch the start and also touch the stop before time is up, character is saved.
3. If not character gets killed!