Extension: Oh No! Too Slow!!

The real bop it the game ends if you take too long to do an action!

Let's add a time limit to each move!

Task 8.1: Start the timer!

First, we need to prepare the timer.

1. At the start of your program, make a new variable called `turn_length` and set it to `1000` (1 second). This is how long a turn will be.

2. In your program, after we choose the first action, create a new variable called `turn_start` and set it to the `running_time()`.

3. At the end of the loop is where we set the next action, when they move on to the next action we want to restart the timer, so after we pick the action set the `turn_start` to `running_time()` again.

Task 8.2: Oh No, Too Slow!

Now, the turn needs to end if the correct action isn't completed in time.

1. Create a new `if` statement inside the while loop but before we check all of the actions.

2. To find out if we have run out of time, we want to see if the current `running_time()` *minus* the `turn_start` is greater than the `turn_length`.

3. If we have run out of time in our turn, `display` a sad face for one second.

4. Now that the turn is over we need to reset the `turn_start` and keep going. Set the `turn_start` to `running_time()` and add a `continue`.

Task 8.3: Speeding up each turn

To make the game get harder as it goes,make the turn length shorter and shorter.

1. After we reset the `turn_start` at the end of the loop, minus `100` from the `turn_length`.

2. Play around with how much you minus from the `turn_length` and find a number that you're happy with!

☑ CHECKPOINT ☑

If you can tick all of these off you have finished this Extension:

☐ You have 2 new variables: `turn_length` and `start_turn`

☐ You have a new if statement that checks if it has been too long since the turn started

☐ You have changed all the action if statements to elifs

☐ You have played your game and done none of the actions to make sure that it chooses a new action when the time runs out

☐ You have made it speed up as it goes