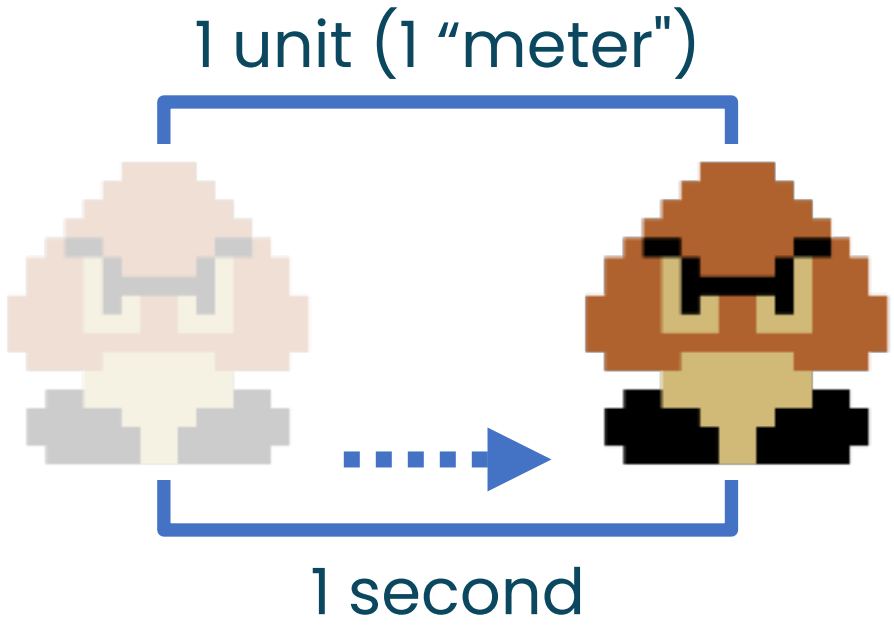
Time.deltaTime

deltaTime = the time it takes for one frame to render

```
private void Update()
{
    transform.Translate(Vector3.right * Time.deltaTime);
}
```



Use this to make movement

“Framerate-independent”

Coroutines

Works like a “thread”

WaitUntil

WaitForSeconds

WaitForEndOfFrame

yield

```
public float totalTimeInSeconds = 5f;

void Start()
{
    StartCoroutine(DoTimer());
}

IEnumerator DoTimer()
{
    float timer = 0;
    bool timerIsDone = false;

    while (timerIsDone != true)
    {
        timer += Time.deltaTime;
        if (timer > totalTimeInSeconds)
        {
            Debug.Log("timer is done!");
            timerIsDone = true; // this will end the loop and the coroutine
        }
        yield return null; // wait until the end of the frame
    }
}
```