

This animation has a dragon pinata. the user needs to click on it to explode it and reveal the confetti.



Now, I want to add a clock timer of 30 seconds, so that once finished, the user can no longer explode the pinata.
meaning, that a user's click will do nothing.

here you can see how the clock will be seen on the screen.



The duration of the clock animation is 1920 frames. so you can run the following:

```
window.playSegments(clock, [[0, 1920]], false);
```

this is the src for the clock lottie:

```
`https://GamifiedMarketing-PullZone.b-cdn.net/canvasID/${window.CanvasID}/Media${window.MediaID}/MediaVersion${window.MediaVersionID}/clockAnimation.lottie`
```

Revised Text:

Regarding the files:

- **main.js** manages the animations and the main thread.
- **lottieConf.js** primarily loads the Lottie animations.
- **audioConf.js** loads the audio.

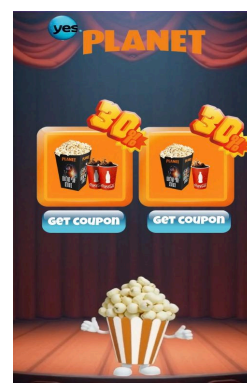
To complete the task, you only need to modify **main.js** and add the new clock animation to **lottieConf**. Please do not change anything that isn't necessary for adding the clock mechanism.

This task is just a small preview of the larger tasks I have to deliver, but it reflects their overall nature. As you can see in the files, there is already a structure for hosting animations, so there's no need to reinvent the wheel each time.

A more realistic future task might be to create the entire piñata explosion animation, which would include working with the piñata, the CTA text, the “point hand,” and the clock all at once—rather than just focusing on the clock.

In each case, we'll have a few separate Lottie files that we need to combine into a fully interactive experience.

Below are some example screenshots to help you understand better:



Now that you know the tasks will primarily involve manipulating Lottie animations (and occasionally, though rarely, some elements like buttons), we use them to create games and other components for gamified campaigns—like transitions, “win” animations, and more.

If this sounds interesting to you, please go ahead and complete this quick task. Afterwards, let me know your thoughts. It’s certainly not your traditional website building, but it can be fun and pretty cool!