

```

1  using System;
2  using System.Collections;
3  using System.Collections.Generic;
4  using UnityEngine;
5  using UnityEngine.UI;
6  /* How to manage timespan: https://www.youtube.com/watch?v=1nJF3LuBnQw
7  *
8  * How to create a countdown timer: https://www.youtube.com/watch?v=o0j7PdU88a4
9  *
10 * Manages a timer that counts down from a given time(given as the build time).  ↗
    When the build timer reaches 0
11 * the building is given the ability to accomplish its' tasks or mechanics. The  ↗
    timer is also deconstructed.
12 *
13 * NOTES:
14 * May want to create dynamic sprites to reflect build progress(changing sprites  ↗
    to reflect the amount of time
15 * spent building). This can give players visual feedback to show that progress is  ↗
    being made.
16 *
17 * INCOMPLETE
18 */
19 public class BuildTimer : MonoBehaviour
20 {
21     [SerializeField] private Text timer;
22     [SerializeField] private double buildTime;
23     [SerializeField] private GameObject thisObject; // Place this gameobject here  ↗
    (if this script is on a gameobject room called small room, small room goes  ↗
    here)
24     double currentTime;
25
26     void Awake()
27     {
28         currentTime = buildTime;
29     }
30     void OnEnable() { BuildTimeData.OnExit += SaveTimers; }
31     void OnDisable() { BuildTimeData.OnExit -= SaveTimers; }
32     void Start() { currentTime -= GlobalTimer.offTimeSpan; }
33
34     void Update()
35     {
36         // start countdown by taking the timespan and subtracting it from the time  ↗
    on quit ~~~
37         currentTime -= 1 * Time.deltaTime;
38         timer.text = currentTime.ToString("0");
39
40         // format time to work with days, hours, minutes, seconds ~~~
41
42         // when countdown reach build time limit ~~~
43         if (currentTime <= 0)
44         {
45             // write deconstructor code here

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46
47         // note that we will remove the entry for this object from the global ↗
         time dictionary
48     }
49     // this.enabled = false; ~~~
50 }
51 // INCOMPLETE~~~~
52 void SaveTimers()
53 {
54     // access global dictionary and save new entry with [key] = gameobject ↗
         name, [value] = float of current time.
55     // Maybe to improve we can use: BuildTimeData.timeData[key] = currentTime;
56     BuildTimeData.timeData.Add(thisObject.name, currentTime);
57 }
58 }
59
```