

```

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 ability/mechanic is enabled. 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 beyond the timer.
16 */
17 public class GlobalTimer : MonoBehaviour
18 {
19     TimeSpan timeSpan;
20     public static double offTimeSpan;    // Time spent offline
21
22     void Start()
23     {
24         Debug.Log("App Start");
25
26         // grab time start(For Debugging)
27         DateTime dateStart = DateTime.Now;
28         Debug.Log(dateStart);
29
30                                     // NOTE: maybe use binary formatter or learn
31                                     serialization to handle data like this.
32     string prevDateQuit = PlayerPrefs.GetString("dateQuit", ""); // Grabs the previous time quit.
33
34     if (prevDateQuit != "") // Calculate time difference(Handles offline timespan).
35     { // Handles occurrence: we do not have a previous data.
36         DateTime dateQuit = DateTime.Parse(prevDateQuit);
37         DateTime dateNow = DateTime.Now;
38
39         if (dateQuit < dateNow)
40         {
41             timeSpan = dateNow - dateQuit; // Calculate time since app quit and app start.
42             offTimeSpan = timeSpan.TotalSeconds;
43
44             // Create new timespan to format
45             timeSpan = new TimeSpan(timeSpan.Days, timeSpan.Hours, timeSpan.Minutes, timeSpan.Seconds);
46             Debug.Log("Time since quit: " + timeSpan);
47         }
48     }
49
50     void OnApplicationQuit() // NOTE: incomplete~~~~~
51     {
52         Debug.Log("App Quit");
53
54         // we save time quit~~~
55         DateTime dateQuit = DateTime.Now;
56         PlayerPrefs.SetString("dateQuit", dateQuit.ToString());
57         Debug.Log("Quit session at: " + dateQuit.ToString("hh:mm:ss")); //(For Debugging)
58     }
59 }

```