**Journal entries**

**Intention:**

**Create a countdown timer which changes colour and send the player to the game over screen.**

**14/11/18**

I was able to quickly set up the text UI and anchor it on screen and began scripting.

**15/11/18**

Had issues setting up the timer – researched around the use of delta time and was able to decrease the value of the current time seperate from the UI using the debug log.

Finalised the script, connecting it to the UI and stopping the timer at 0

**16/11/18**

Quickly added the colour change if the text reaches 10

**19/11/18**

Started drafting tutorial 4

**Outcome**

I was able to create a countdown timer which changes colour and send the player to the game over screen.