

How to make a Countdown Timer.

This will show us how to make a timer.

1. Creating a canvas

Right-Click on the Hierarchy and Select “UI”, then pick “text”

2. Creating a script

Create a new C# script and name it “CountdownScript”.

Open your new script and delete both starting Functions “Start” and “Update”.

Under “using UnityEngine;” write “using UnityEngine.UI;”

Next write the following variables:

```
8      | 2 references  
      | [SerializeField] private Text uiText;  
9      | 1 reference  
      | [SerializeField] private float mainTimer;  
10     |  
      | 7 references  
11     | private float timer;  
      | 3 references  
12     | private bool canCount = true;  
      | 3 references  
13     | private bool doOnce = false;
```

After you need to create a “Update” function and put the following “if” statements:

```
25  void Update()
26  {
27      if(timer >= 0.0f && canCount)
28      {
29          timer -= Time.deltaTime;
30          uiText.text = timer.ToString("F");
31      }
32
33      else if (timer <= 0.0f && !doOnce)
34      {
35          canCount = false;
36          doOnce = true;
37          uiText.text = "0.00";
38          timer= 0.0f;
39      }
```

Next make a “Start” function and input the code below:

```
18  void Start()
19  {
20      timer = mainTimer;
21  }
```

3. Time Controller

Go back into Unity and Right-Click the Hierarchy and create an “Empty GameObject”. Rename it to “TimerController”.

Add the “CountdownScript” to the “TimerController”, drag the “Text” from the UI and put it in the “TimerController”. You can also set the time to however long you wish.