

Timer Package

What does this package do?

This package provides a UI bar that depletes over 5 seconds. This provides a visual for a time frame which could be used for a game timer. The bar visual can be adjusted and swapped out for any other preferable graphic via the inspector as well as the max time for the timer.

What do you need?

A unity scene that can benefit from a visual timer that counts down using a graphic.

What limitations does this package have?

This timer utilises a graphic such as a bar or circle and not any number reference to the time that is left. Nothing occurs at the end of the timer. That will need to be added via another script.

Sample Scene

The sample scene only includes UI and code. Upon playing the scene, the bar will deplete from right to left at a constant speed based on the max time given in the inspector and the time that has transpired. After the bar is depleted the scene continues to run.