public class Timer : MonoBehaviour

{

public float timerValue;

public bool canRun = false;

public TextMeshProUGUI Timertext;

//Add to the timer as the game is running

private void Update()

{

if (canRun)

{

timerValue += Time.deltaTime;

float minutes = Mathf.FloorToInt(timerValue / 60f);

float seconds = Mathf.FloorToInt(timerValue % 60f);

Timertext.text = minutes.ToString("00") + ":" + seconds.ToString("00");

}

// Testing only, remove before building

if (Input.GetKeyDown(KeyCode.Alpha1))

{

canRun = !canRun;

}

//

}

// Timer start counting up when the game starts

public void StartTimer()

{

canRun = true;

}

// Timer ends when the game ends

public void EndTimer()

{

canRun = false;

}

}