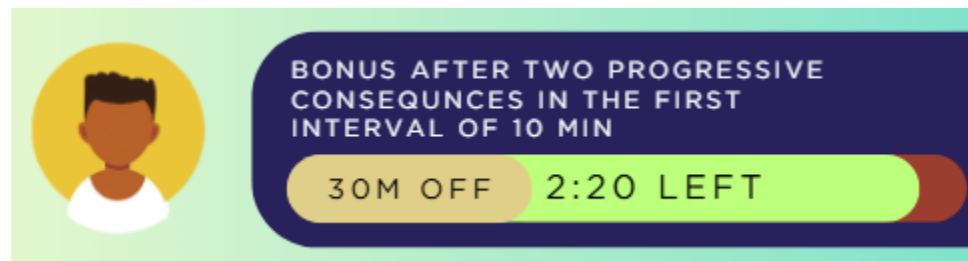


Logic for individual timers and bonus

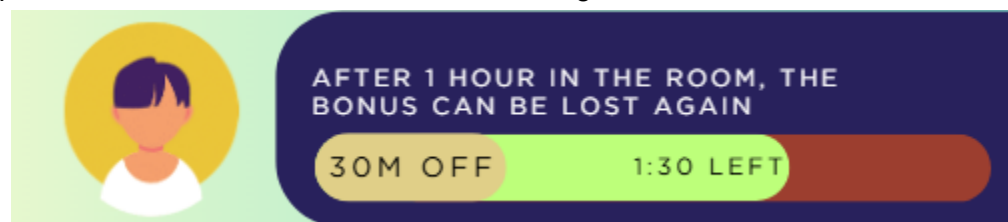
1. The student will always start with 25% of the prescribed time in the room as the bonus. For this part, we need an entry field for time in the room. Default will be 1 hour.
 - a. I will use a prescription of 3 hours for the example
 - b. It would look like this



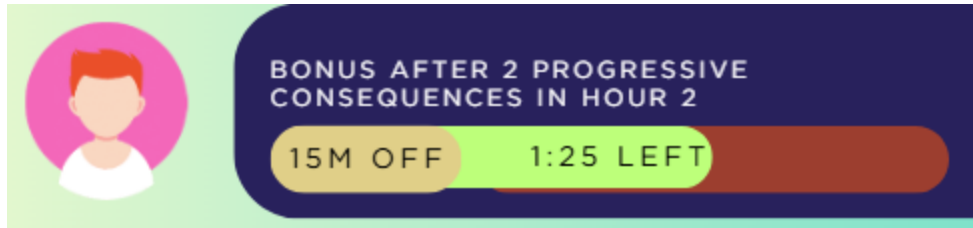
- c. The bonus would be unchanged after the verbal warning, first progressive consequence (PC) is applied.
2. When the second progressive consequence is applied, 25% of 1 hour will be moved from the bonus to the time left in the room bar.



- b. If 2 violations occur in the first 10 minute interval (default), it would look like this.
3. After the student has been in the room for 1 hour (6 full intervals), the progressive consequences will reset, and the bonus can once again be affected.



- b. Please note the time served being shown in the red. It does not have to be red, but it must be shown as it was initially provided as the example.
4. If the student reaches 2 progressive consequences in the second hour, 25% of one hour (15 min) will be moved to the time left bar from the bonus, exactly as it happened in the first hour



a.

5. In the final hour, if PC reaches 2, after another reset in progressive consequences following another hour served in the room, the final 25% of 1 hour will be moved from the bonus to time left



a.

6. Once the timer reaches 0, there will need to be a "Heading back to class" option for the student to indicate what happened at the end of the time.