This is the stopwatch that is controlled by the TimeCounter.cs file. That file will set the timer whenever the game starts. That file also allows you to control whether you would like the timer to count up or down. It is set to default to count up, but there should be comments in the code explaining how to change it to count down. Do note that if it is changed to count down, the scoring benchmarks will also need to be updated, since the score is determined by the amount of time that a player takes to pass a level.