I would like a text-based countdown timer that allows users to set a displayed time (up to 60 minutes) which then counts down in 1 second increments, until the time reaches 00:00.

The output should look something like this, but with a default time remaining of 01:00 (here, the time remaining is 43 minutes 21 seconds is shown for illustrative purposes). The height of this should be about 60 pixels. Ideally (but not essentially) the text should be Helvetica Neue (Bold for the time displayed, and Light for all other text).

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 🔺 | 🔺 | 🔺 | **43:** | **21** | Start |
| 5 min | 1 min | 10 sec |  |
| 🔻 | 🔻 | 🔻 | Reset |

Clicking the “Start” text should start the timer counting down in 1 second increments from the time displayed, unless the timer is showing 00:00, in which case the timer should instantly set itself to 01:00 (1 minute) and start counting down from 01:00.

Clicking the “🔺” or “🔻” time increment buttons should add/ subtract the appropriate amount of time to the timer when clicked EXCEPT in the following cases:

* If the amount of time to be added would take the time displayed above 60:00, then the time should be increased up to the maximum of 60:00. e.g. if the timer shows 59: 32, adding either 5 minutes or 1 minute should simply change the display to 60:00.
* If the amount of time to be subtracted would take the time displayed below 00:00, then the time should be decreased to 00:00. e.g. if the timer shows 04: 19, subtracting 5 minutes should simply change the display to 00:00.

Note also the seconds should not be independent from the minutes. Subtracting 10 seconds from 02:00 should result in 01:50, not 02:50. It should be possible to add or subtract amounts of time even when the timer is actively counting down. Also, the seconds displayed should never exceed 59, e.g. if the user adds 10 seconds when the timer shows 37:56, the result should be 38:06, NOT 37:66.

While the timer is counting down, the clickable “Start” text should change to a clickable “Pause”. Clicking this “Pause” should pause the timer on the currently remaining time displayed. Once paused, the “Pause” text should revert back to “Start”. Clicking “Start” should obviously start the timer counting down again.

If the countdown has been ‘started’ i.e. the “Pause” text is showing, AND the timer reaches 00:00, either through counting down naturally or because the user has clicked the “🔻” buttons (while the timer has been active) until the time reaches 00:00, a buzzer should sound for 3 seconds. After 3 seconds, the buzzer should stop and the “Pause” text should revert to “Start”, but the display time should remain as 00:00. Please provide a sound file I can use, and make clear where in your code I need to specify the correct path to the sound file.

Clicking the “Reset” text at any time should:

* stop the timer counting down if it has been started
* set the time displayed to 01:00