if ScorePlayer.sceneGameplay == "Training":

$Lifebars\_and\_Timer/T1/T11/TimerText.visible = false

else:

if time < 1 :

TimeOn = false

if Player1.HP > 1.1 :

Player1.HP -= 0.1

if Player2.HP > 1.1 :

Player2.HP -= 0.1

if Player1.HP <= 0 or Player2.HP <= 0 :

BattleOn = false

$BattleSceneCanvas/BattleSceneAnnouncement.play("PostBattleScene")

set\_process(false)