# Extension: Too slow!

At the moment, you can take as long as you want to do each action. Let's add a limit on how long you can take!

**Goal: If the correct action isn't made within the time limit, end the game!**

## Task 1.1: Start the timer!

**First, we need to prepare the timer.**

1.  At the start of your program, make a new variable called `turn_length` and set it to `1000` (1 second). This is how long a turn will be.

2.  In your program, after we choose the first action, create a new variable called `turn_start` and set it to the `running_time()`.

3.  At the end of the loop set the `turn_start` to `running_time()` again to restart the timer!

## Task 1.2: Oh No, Too Slow!

**Now, the turn needs to end if the correct action isn't completed in time.**

1.  Create a new `if` statement inside the while loop but before we check all of the actions.

2.  To find out if we have run out of time, we want to see if the current `running_time()` *minus* the `turn_start` is greater than the `turn_length`.

3.  If we have run out of time in our turn, `display` a sad face.

4.  If the turn is out of time, we need to move on to the next action. To do this, change all of the action `if` statements to `elif` statements.

### Hint - Check it all lines up!

When you change the if statements to `elif`, they should all line up. Here is an example:
```
if colour_choice == "blue":
    # do something
elif colour_choice == "green":
    # do something
elif colour_choice == "orange":
    # do something else else
```

## Task 1.3: Speeding up each turn

**To make the game get harder as it goes, make the turn length shorter and shorter.**

1. After we reset the `turn_start` at the end of the loop, minus `100` from the `turn_length`.

2. Play around with how much you minus from the `turn_length` and find a number that you're happy with!

## ☑ CHECKPOINT ☑

**If you can tick all of these off you have finished this Extension:**

☐ You have 2 new variables: `turn_length` and `start_turn`

☐ You have a new if statement that checks if it has been too long since the turn started

☐ You have changed all the action if statements to `elifs`

☐ You have played your game and done none of the actions to make sure that it chooses a new action when the time runs out

☐ You have made it speed up as it goes