

## Time System [Switches, Branches, Common Events]

Add a time system to your game so that timed events can happen, such as a day/night system, farming and nocturnal monsters.

### Create: Memory

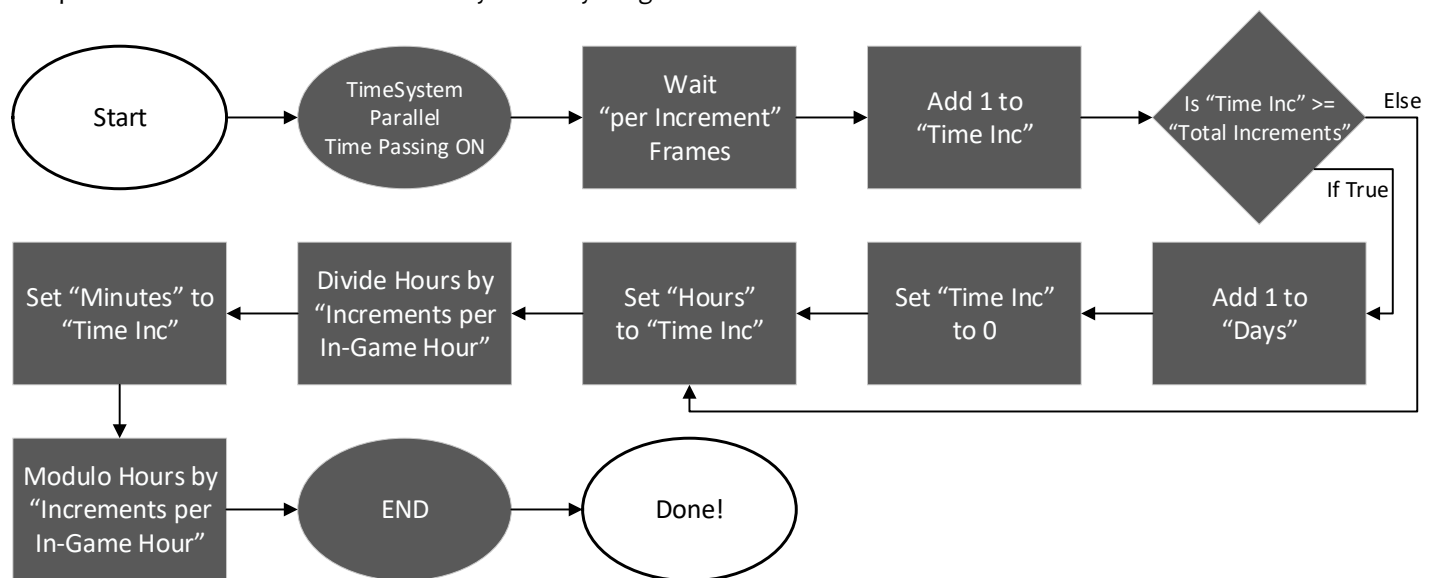
Switch	Time Passing
Variable	Time Inc
Variable	Minutes
Variable	Hours
Variable	Days

In order to add a time system, we have to determine what speed we want the time system to move at. There are some cases where time passing in your game being as fast as time in real life is fun, but most of the time it would be super-boring. In the table below, three different time systems have been outlined for you to try out. An in-game increment is how many “game minutes” pass at a time, whereas “real increments” is how many real seconds it takes to move the game forward one time increment. When completing the flow charts below, refer to the table for amounts.

Purpose	In-Game Increments	Increments per In-Game Hour	Real Increments	Frames per Increment	Total Increments	Real Time / Day
Slow, Realistic	1 Minute	60	1 Second	60	1440	24 Minutes
Fast, Gameplay	10 Minutes	6	6 Seconds	360	240	14.4 Minutes
Quick, Testing	1 Hour	1	1 Second	60	24	24 Seconds

Because the event we want to track time with could be used anywhere in the game, we should use a Common Event instead of a Map Event. Common Events are stored in the Database, instead of one particular map.

Complete the flowchart to add the Time System to your game:



A time system is no good if we don't have a way of checking the time. For this, you can create a “Clock” map event, or a “Watch” item. This can call another Common Event that simply display the time in a Message. You can add a Control Character to your message to display the Variables for Minutes, Hours, and Days by their numbers.

