

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.UI;
5 using UnityEngine.SceneManagement;
6
7 public class UITimeTrial : MonoBehaviour
8 {
9     public Text TimeTrialMinutesG;
10    public Text TimeTrialMinutesS;
11    public Text TimeTrialMinutesB;
12    public Text TimeTrialSecondsG;
13    public Text TimeTrialSecondsS;
14    public Text TimeTrialSecondsB;
15    public Text WinMessage;
16    public Text Credits;
17    public GameObject TimeTrialObject;
18    public GameObject TimeTrialResults;
19    public GameObject GoldStar;
20    public GameObject SilverStar;
21    public GameObject BronzeStar;
22    public GameObject QuitPanel;
23    private bool Winner = false;
24
25    public int GoldCredits = 3000;
26    public int SilverCredits = 1500;
27    public int BronzeCredits = 700;
28
29    // Start is called before the first frame update
30    void Start()
31    {
32        TimeTrialObject.SetActive(true);
33        TimeTrialResults.SetActive(false);
34        QuitPanel.SetActive(false);
35    }
```

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36     }
37
38     // Update is called once per frame
39     void Update()
40     {
41         //Setting the timetrial Gold time
42         if (SaveScript.TimeTrialMinG <= 9)
43         {
44             TimeTrialMinutesG.text = "0" + SaveScript.TimeTrialMinG.ToString() + ":";
45         }
46         if (SaveScript.TimeTrialMinG >= 10)
47         {
48             TimeTrialMinutesG.text = SaveScript.TimeTrialMinG.ToString() + ":";
49         }
50         if (SaveScript.TimeTrialSecondsG <= 9)
51         {
52             TimeTrialSecondsG.text = "0" + SaveScript.TimeTrialSecondsG.ToString();
53         }
54         if (SaveScript.TimeTrialSecondsG >= 10)
55         {
56             TimeTrialSecondsG.text = SaveScript.TimeTrialSecondsG.ToString();
57         }
58
59         //Setting the timetrial Silver time
60         if (SaveScript.TimeTrialMinS <= 9)
61         {
62             TimeTrialMinutesS.text = "0" + SaveScript.TimeTrialMinS.ToString() + ":";
63         }
64         if (SaveScript.TimeTrialMinS >= 10)
65         {
66             TimeTrialMinutesS.text = SaveScript.TimeTrialMinS.ToString() + ":";
67         }
68         if (SaveScript.TimeTrialSecondsS <= 9)
69         {
70             TimeTrialSecondsS.text = "0" + SaveScript.TimeTrialSecondsS.ToString();
```

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71     }
72     if (SaveScript.TimeTrialSecondsS >= 10)
73     {
74         TimeTrialSecondsS.text = SaveScript.TimeTrialSecondsS.ToString();
75     }
76
77     //Setting the timetrial Bronze time
78     if (SaveScript.TimeTrialMinB <= 9)
79     {
80         TimeTrialMinutesB.text = "0" + SaveScript.TimeTrialMinB.ToString() + ":";
81     }
82     if (SaveScript.TimeTrialMinB >= 10)
83     {
84         TimeTrialMinutesB.text = SaveScript.TimeTrialMinB.ToString() + ":";
85     }
86     if (SaveScript.TimeTrialSecondsB <= 9)
87     {
88         TimeTrialSecondsB.text = "0" + SaveScript.TimeTrialSecondsB.ToString();
89     }
90     if (SaveScript.TimeTrialSecondsB >= 10)
91     {
92         TimeTrialSecondsB.text = SaveScript.TimeTrialSecondsB.ToString();
93     }
94
95     if(SaveScript.RaceOver == true)
96     {
97         if(Winner == false)
98         {
99             Winner = true;
100             StartCoroutine(WinDisplay());
101         }
102     }
103
104     if(Input.GetKeyDown(KeyCode.Escape))
105     {
```

```
106         QuitPanel.SetActive(true);
107     }
108 }
109
110 IEnumerator WinDisplay()
111 {
112     yield return new WaitForSeconds(0.15f);
113     TimeTrialResults.SetActive(true);
114     if(SaveScript.Gold == true)
115     {
116         WinMessage.text = "GOLD";
117         GoldStar.SetActive(true);
118         Credits.text = GoldCredits.ToString();
119         UniversalSave.CreditAmount = UniversalSave.CreditAmount + GoldCredits;
120         UniversalSave.RacesWon++;
121     }
122     if (SaveScript.Silver == true)
123     {
124         WinMessage.text = "SILVER";
125         SilverStar.SetActive(true);
126         Credits.text = SilverCredits.ToString();
127         UniversalSave.CreditAmount = UniversalSave.CreditAmount + SilverCredits;
128         UniversalSave.RacesWon++;
129     }
130     if (SaveScript.Bronze == true)
131     {
132         WinMessage.text = "BRONZE";
133         BronzeStar.SetActive(true);
134         Credits.text = BronzeCredits.ToString();
135         UniversalSave.CreditAmount = UniversalSave.CreditAmount + BronzeCredits;
136         UniversalSave.RacesWon++;
137     }
138     if (SaveScript.Fail == true)
139     {
140         WinMessage.text = "TRY AGAIN";
```

```
141         Credits.text = "0";
142         UniversalSave.RacesLost++;
143     }
144     UniversalSave.Saving = true;
145 }
146
147 public void ReturnToMenu()
148 {
149     SceneManager.LoadScene(1);
150 }
151
152 public void QuitClose()
153 {
154     QuitPanel.SetActive(false);
155 }
156
157 }
158
```