

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class RaceType : MonoBehaviour
6 {
7     public bool TimeTrial = true;
8     public float GoldMinutes;
9     public float GoldSeconds;
10    public float SilverMinutes;
11    public float SilverSeconds;
12    public float BronzeMinutes;
13    public float BronzeSeconds;
14
15    // Start is called before the first frame update
16    void Start()
17    {
18        if(TimeTrial == true)
19        {
20            SaveScript.TimeTrialMinG = GoldMinutes;
21            SaveScript.TimeTrialSecondsG = GoldSeconds;
22            SaveScript.TimeTrialMinS = SilverMinutes;
23            SaveScript.TimeTrialSecondsS = SilverSeconds;
24            SaveScript.TimeTrialMinB = BronzeMinutes;
25            SaveScript.TimeTrialSecondsB = BronzeSeconds;
26        }
27    }
28
29    // Update is called once per frame
30    void Update()
31    {
32        if(SaveScript.RaceOver == true)
33        {
34            if (TimeTrial == true)
35            {
```

```
36         if((SaveScript.RaceTimeSeconds + SaveScript.PenaltySeconds) > 59)
37         {
38             SaveScript.PenaltySeconds = (SaveScript.RaceTimeSeconds + SaveScript.PenaltySeconds) - 59;
39             SaveScript.RaceTimeMinutes++;
40             SaveScript.RaceTimeSeconds = 0 + SaveScript.PenaltySeconds;
41         }
42         if(SaveScript.RaceTimeMinutes < GoldMinutes)
43         {
44             Debug.Log("Gold");
45             SaveScript.Gold = true;
46         }
47         if (SaveScript.RaceTimeMinutes == GoldMinutes && (SaveScript.RaceTimeSeconds + SaveScript.PenaltySeconds) <
48             GoldSeconds)
49         {
50             Debug.Log("Gold");
51             SaveScript.Gold = true;
52         }
53         if (SaveScript.RaceTimeMinutes < SilverMinutes)
54         {
55             if (SaveScript.Gold == false)
56             {
57                 Debug.Log("Silver");
58                 SaveScript.Silver = true;
59             }
60         }
61         if (SaveScript.RaceTimeMinutes == SilverMinutes && (SaveScript.RaceTimeSeconds + SaveScript.PenaltySeconds) <
62             SilverSeconds)
63         {
64             if (SaveScript.Gold == false)
65             {
66                 Debug.Log("Silver");
67                 SaveScript.Silver = true;
68             }
69         }
```

```
69
70     if (SaveScript.RaceTimeMinutes < BronzeMinutes)
71     {
72         if (SaveScript.Gold == false && SaveScript.Silver == false)
73         {
74             Debug.Log("Bronze");
75             SaveScript.Bronze = true;
76         }
77     }
78     if (SaveScript.RaceTimeMinutes == BronzeMinutes && (SaveScript.RaceTimeSeconds + SaveScript.PenaltySeconds) < BronzeSeconds)
79     {
80         if (SaveScript.Gold == false && SaveScript.Silver == false)
81         {
82             Debug.Log("Bronze");
83             SaveScript.Bronze = true;
84         }
85     }
86
87     else if (SaveScript.Gold == false && SaveScript.Silver == false && SaveScript.Bronze == false)
88     {
89         Debug.Log("Fail");
90         SaveScript.Fail = true;
91     }
92
93
94     }
95 }
96 }
97 }
98 }
```