Step By Step Tutorial

1.Open the Scene demo for demo.

2.As you play the scene the timer starts and counts down to zero from thirty by one second

3.Click On spin to begin the Spinner and it stops randomly to give prize, currently its on numbers but you can change the prize by coding inside the OnTriggerStay method of needle.cs as it currently takes the one of gameobject's name from 7 gameobjects on the spinner including collider

4. if you want to change the timer time, Change the "secs Define" variable of CircleHealth.cs, keep in mind that "Health, secsDefine and Divident" veriables should be the same.

5. Minutes are also there on CircleHealth.cs line # 50.

6. To use in other scenes please use prefabs.