Time.time

Time is a class and time is its property. This functionality counts the time elapsed from the start of the game.

```csharp
public class Dropper : MonoBehaviour
// 1 reference
{   [SerializeField] float Time_Elapsed;

    // 0 references
    void Start()
    {

    }

    // 0 references
    void Update()              Calculates the time elapsed
    {                          from the start of the game
        if(Time.time > Time_Elapsed)
        {
            Debug.Log("5 Seconds has elapsed.");

        }
    }
}
```

Invoke (Delaying Methods)

```csharp
1 reference
void StartCrashingSequence()
{
    move.enabled = false;
    Invoke("ReloadLevel", 2f);
    GetComponent<AudioSource>().enabled = false;
}
1 reference
void FinishLevelDelay()
{
    move.enabled = false;
    Invoke("LoadNextLevel", 2f);
}

    0 references
    void LoadNextLevel()
    {   currentLevelIndex = SceneManager.GetActiveScene().buildIndex;
        int NextLevelIndex = currentLevelIndex + 1;
            if(NextLevelIndex == SceneManager.sceneCountInBuildSettings)
                {
                    NextLevelIndex = 0;
                }
        SceneManager.LoadScene(NextLevelIndex);
    }
```

To add delay in calling a method