Global Object

|  |  |  |
| --- | --- | --- |
| **Object property** | **Type** | **Desc** |
| breakTime | Number | Number of minutes of break |
| workTime | Number | Number of minutes of break |
| breakTimeLeft | Number | Number of seconds left of Work phase |
| workTimeLeft | Number | Number of seconds left of Work phase |
| work | boolean | True for working phase |
| Play | boolean | True when playing |