Normal Countdown Documentation

About Normal Countdown

This script was made to quickly and easily fit into any project as well as to be used by anyone at any skill level.

This is achevied by the use of UnityEvents (A method to call code via GUI), this is the same system the base UI button use for on click.

Using Normal Countdown

Using normal countdown is very simple,

1. Add normal countdown to a gameobject
2. Click Setup
3. (Optional) Change the art and font to make countdown more polished

A video tutorial and a more indepth written tutorial can be found at (https://www.taylormadecode.com/docs/tmc-normal-countdown)

Technical details

- Requirements

Normal Countdown is compatable with unity Versions: - [MIN_VER] and later

- Known limitations

Normal Countdown Version 1.0.0 includes the following issues : - Can only support Unity Text Gui and not TextMeshPro Text

- Package Contents

Location	Description
/com.taylormadecode.normalcountdown/Documentation~	Contains the Documentation
/com.taylormadecode.normalcountdown/Runtime~	Contains the runtime Assets of the Package (Code that runs when you press play)
/com.taylormadecode.normalcountdown/README.md	Contains Developer Documentation (Documents to understand the code and how it runs)
/com.taylormadecode.normalcountdown/CHANGELOG.md	Contains All Changes made to the product
/com.taylormadecode.normalcountdown/LICENSE.md	Contains the License for the product

- Document Revision History

Date	Reason
18/12/2021	Inital Creation