setTimerValue();

runCountdownTimer();

* Show/Hide Buttons
* timerUI();
* setInterval: 1 second
* Decrement timer value.
* timerUI();

Is timer value between 1 – 5?

TRUE

FALSE

[Timer is either 0, or greater than 5]

Is audio on AND transition “false”?

TRUE

FALSE

[Audio is off, OR transition is “true.”]

Play “warning” sfx.

Interval done. Repeat.