Create a countdown timer to make the game more difficult

Create a object_timer, but do not make a sprite. The programming will do it for you.

Object_Timer

Event: Create
- Action: Set Variable
  - Applies to: Self
  - Variable: time_left
  - Value: 60
  - Not Relative

[same event]
- Action: Set Alarm
  - Applies to: Self
  - Number of Steps: 30
  - In Alarm No: Alarm 0
  - Not Relative

Event: Alarm <Alarm 0>
- Action: Set Variable
  - Applies to: Self
  - Variable: time_left
  - Value: -1
  - Check Relative

[same event]
- Action: Test Variable
  - Variable: time_left
  - Value: 0
  - Operation: Equal To
  - No NOT

[same event]
- Action: Start Block

[same event]
- Action: Show Highscore

[same event]
- Action: Restart Game

[same event]
- Action: Close Block

If you want the timer to run out and restart the level rather than end the game, replace the Show High Score and Restart the Game with losing a life. See Lives card to do so.

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Countdown Timer

[same event]
Action: Else

[same event]
Action: Set Alarm
Applies to: Self
Number of Steps: 30
In Alarm No: Alarm 0
Not Relative

Event: Draw
Action: Draw Variable
Variable: time_left
x: 535
y: 425
Not Relative

You must place the object_timer in the game room (it doesn’t matter where) even though there isn’t a sprite. You will see a ⏰ instead.

To change the font and color of the timer numbers on the game screen

1. In the Game Maker menu bar, find and click Create a font
2. Choose a font, size, bold and italic settings
3. Click OK and reopen the object_timer properties

Object_Timer

Event: Draw
Action: Set Font
Choose the Font
Align: Left

[same event]
Action: Set Color
Choose Color

These (x,y) coordinates will put the timer in the Bottom Right of the screen. For other placements, see Coordinate Placements card.