



In Mini tutorial 8 you made a UI text element. We will do that again but this time we will create a countdown timer with it.

- Create a UI text
- Name it Countdown
- Give it any font you like and insert the start text 60 (Just to see it on screen)
- Place it in the middle on top of the game screen
- Create a new script and call it Cdown
- Give the script to the Countdown gameObject
- The script should look like this:

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;

public class Cdown : MonoBehaviour
{
    public float timeLeft = 60.0f;
    public Text countdown;
    public bool istimerunning = true;

    void Update()
    {
        if (istimerunning == true && timeLeft > 0)
        {
            timeLeft -= Time.deltaTime;
            countdown.text = (timeLeft).ToString("0");
        }
    }
}
```

Remember with UI elements you need to insert the `using UnityEngine.UI;` line otherwise the UI won't work. Drag the Countdown text to the inspectors view. A bool is a variable that uses only true or false statements . If it's true the timer goes down, if not it stops counting. The countdown text is shown in a string and will be visible without decimals so only round numbers. Run the project and see how the counter count down till it hits 0.