

COUNTDOWN (30-0)

Variables
Time

Stage

when green flag clicked
set Time to 30
repeat until Time = 0
wait 1 secs
change Time by -1
broadcast end_game

when green flag clicked
hide
GAME OVER!!!
show
stop all

010

COUNTUP (0-30)

Variables
Time

Stage

when green flag clicked
set Time to 0
repeat until Time = 30
wait 1 secs
change Time by 1
broadcast end_game

when green flag clicked
hide
GAME OVER!!!
show
stop all

011

WAITING

Stage

when green flag clicked
go to x: 0 y: 0
hide
repeat 80
broadcast waiting
broadcast ready to play

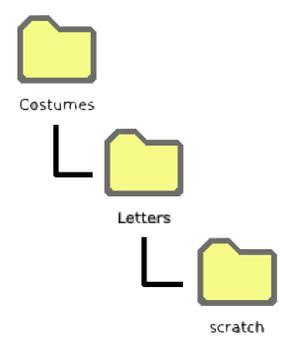
when I receive waiting
show
next costume

when I receive ready to play
hide

Costumes
Spinner

012

0:00:00



Variables

- digit1
- digit2
- digit3
- digit4

STOPWATCH

0 minutes : divider2 0 tens : divider1 0 tenths

Costumes

- 0 zero
- 1 one
- 2 two
- 3 three
- ⋮
- 9 nine

Costumes

- 0 zero
- 1 one
- 2 two
- 3 three
- ⋮
- 5 five

Costumes

- 0 zero
- 1 one
- 2 two
- 3 three
- ⋮
- 9 nine

Costumes

- 0 zero
- 1 one
- 2 two
- 3 three
- ⋮
- 9 nine

```

when clicked
  set digit4 to 0
  switch to costume zero
  
```

```

when clicked
  set digit3 to 0
  switch to costume zero
  
```

```

when clicked
  set digit2 to 0
  switch to costume zero
  
```

```

when clicked
  forever
    set digit1 to 0
    switch to costume zero
    wait 0.1 secs
    repeat 9
      change digit1 by 1
      next costume
      wait 0.1 secs
    broadcast digit2
  
```

```

when I receive digit4
  next costume
  change digit4 by 1
  if digit4 = 10
    broadcast digit5
    set digit4 to 0
  
```

```

when I receive digit3
  next costume
  change digit3 by 1
  if digit3 = 6
    broadcast digit4
    set digit3 to 0
  
```

```

when I receive digit2
  next costume
  change digit2 by 1
  if digit2 = 10
    broadcast digit3
    set digit2 to 0
  
```

0:13