

How to make a timer in Scratch:

1. Create a variable called timer.
2. When the flag is clicked, initialize the timer to 10.
3. Continually, wait 1 second and check if the timer = 0
 - a. output the current time either with a sprite or just show the variable
 - b. If the timer = 0 make either the background or a huge sprite say "Time's Up"
4. When the flag is clicked, everything should start over.
5. Make sure the timer stops at 0 and does not continue into negatives.