Extension: Oh No! Too Slow!!

The real bop it the game ends if you take too long to do an action!

Let's add a time limit to each move!

Task 1.1: Start the timer!

First, we need to prepare the timer.

1. At the start of your program, make a new variable called `turn_length` and set it to `1000` (1 second). This is how long a turn will be.

2. On a new line, after the first time we choose the `action`, create a new variable called `turn_start` and set it to the `running_time()`.

3. When the player moves on to the next action, we want to restart the timer. After we pick the action at the end of the `while` loop, set `turn_start` to be `running_time()` again.

Task 1.2: Oh No, Too Slow!

Now, the turn needs to end if the correct action isn't completed in time.

1. Create a new `if` statement inside the `while` loop but before the `if`s where we check the actions.

2. To find out if we have run out of time, we want to see if the current `running_time()` *minus* the `turn_start` is greater than the `turn_length`.

3. If we have run out of time in our turn, `display` a sad face for one second.

4. Now that the turn is over we need to reset the `turn_start` and keep going. Set the `turn_start` to `running_time()` and add a `continue`.

Task 1.3: Speeding up each turn

To make the game get harder as it goes, make the turn length shorter and shorter.

1. After we reset the `turn_start` at the end of the loop, minus `100` from the `turn_length`.

2. Play around with how much you minus from the `turn_length` and find a number that you're happy with!

Task 1.4: If or elif?

Right now, we have a lot of if statements. Let's clean them up.

1. You can change the `if` statements (where you check which `action` is chosen) to `elif` statements.

This is just a little neater. It means **only one** of these options can be chosen.

☑ CHECKPOINT ☑

If you can tick all of these off you have finished this Extension:

☐ You have 2 new variables: `turn_length` and `start_turn`.

☐ You have a new if statement that checks if it has been too long since the turn started.

☐ You have changed all the action `if` statements to `elif`.

☐ You have made the game speed up as it goes.