1) MAKE A COPY OF YOUR CLICK A BEAR GAME

- Make a copy of your click a bear game and call it something like: ClickABearWithTimer

- We will add a timer to this game which will change a few things.

- THIS IS A SEPARATE CLASSWORK, both click a bear games must be checked off.

Placement of objects

- Add in a decimal timer on the top right, a little bit to the left of the bell.

Score  Timer

The game is same as before with these extras:

- Before the game starts, ask the user if they want to play an easy game or a harder game.

- When the game starts, the timer should start at 20.0 and count down by 1.0 about every second. You will need a timer event for this.

- Now the game should end if the timer gets to zero OR if the correct number of bears is clicked on.
**Easy or Harder game?**

- For easy vs hard game, adjust the timing for how fast the bear pops up and then pops back down, slower for the easy game.

**Winning ending**

- If the game ends and enough bears are clicked on indicate that.

**Losing ending**

- If the game ends and not enough bears were clicked on, indicate that.