

Time Guesser

Core Challenge

Game Goal: Try to **guess when 1 minute has passed**. Press **Start**, wait... and when you *think* 60 seconds are up, press **Stop**.

Scoring:

- If you're **spot on** → 🎯 **YAHOO! Perfect timing!**
- If you're **close** (within 2 seconds) → 😊 "Great job — super close!"
- If you're **over** → "Oops! You went too long."
- If you're **under** → "You stopped too early."

Extensions

1 Random Time Challenge

Instead of always guessing 60 seconds, the computer picks a random time between **30 and 180 seconds**. Kids must guess when *that* time has passed.

2 Collect Everyone's Scores

Record each player's guess and calculate:

- **Mean** (average guess)
- **Fastest guess** (minimum)
- **Slowest guess** (maximum)

3 High Score Table

Show the best timings:

- Perfect hits
- Closest guesses
- Fun nicknames
- Emoji badges

4 Feedback Messages

- **Spot on:** " 🎯 YAHOO! You nailed it!"
- **Close:** " 👍 Very close!"
- **Under:** " ⌚ You were too quick."

- **Over:** “⌚ You waited too long.”

Scratch Version

(This is written so kids can follow step-by-step.)

Basic Game Blocks

Variables needed:

- `targetTime`
- `startTime`
- `elapsedTime`

Code Outline

1. When green flag clicked
 - Set `targetTime` to **60**
 - Ask player to press space when they think 1 minute has passed
 - Set `startTime` to `timer`
2. When space pressed
 - Set `elapsedTime` to `timer - startTime`
 - If `abs(elapsedTime - targetTime) < 2` → **YAHOO**
 - Else if `elapsedTime < targetTime` → **Under**
 - Else → **Over**

★ Extensions in Scratch

- Use `pick random 30 to 180` for target time
- Add a list called **Scores**
- Add sprites that cheer when the player is close
- Add sound effects for perfect timing

Python Version

python

```
import time
import random

print("Welcome to the Time Guessing Game!")
target = random.randint(30, 180)
print(f"Your target is {target} seconds.")
input("Press ENTER to start...")

start = time.time()
input("Press ENTER when you think the time is up!")
elapsed = time.time() - start

print(f"You guessed: {round(elapsed)} seconds")

difference = abs(elapsed - target)

if difference == 0:
    print("🎉 YAHOO! Perfect timing!")
elif difference <= 2:
    print("👍 Very close!")
elif elapsed < target:
    print("🕒 Too quick!")
else:
    print("⌚ Too slow!")
```

★ Extensions

- Store guesses in a list
- Print mean, min, max
- Save high scores to a file

HTML + JavaScript Version (Child-Friendly)

(Runs in any browser)

html

```
<!DOCTYPE html>
<html>
<body>
<h1>Time Guessing Game</h1>

<p id="message">Click Start to begin!</p>
<button onclick="startGame()">Start</button>
<button onclick="stopGame()">Stop</button>

<script>
let target, start;

function startGame() {
  target = Math.floor(Math.random() * 151) + 30;
  document.getElementById("message").innerText =
    "Try to guess when " + target + " seconds have passed!";
  start = Date.now();
}

function stopGame() {
  let elapsed = (Date.now() - start) / 1000;
  let diff = Math.abs(elapsed - target);

  if (diff === 0) {
    alert("🎉 YAHOO! Perfect timing!");
  } else if (diff <= 2) {
    alert("👉 Very close!");
  } else if (elapsed < target) {
    alert("⌚ Too quick!");
  } else {
    alert("⌚ Too slow!");
  }
}
</script>
</body>
</html>
```