Here I will give you guys a real Christmas present, I will walk you through making the flash light, without my scripts!

It will be a little bit though, because I have to gather up my resources, like the 3d model you will need to get the light to point the right direction, and the cinematic you need to remove the light.

The count down timers took a lot of work, and the game doesn't actually know when the timer hits zero, you have to tell it with a timer script expiring (Keep in mine the count down timer itself is just 3D models, if it were to hit zero and the game not end it would hop up to 999 and start over).