On the Subject of Ten Seconds

A retro game implemented into the bomb? That's not good!

This needy module presents 6 buttons with labels 0.

When it's enabled the labels are counting from 10 to 0.

Clicking a button resets the counter back to 10.

When counter reaches 0, it locks and can't be pressed during the needy process.

When all counters reach 0, the bomb gets a strike, and the needy disables, restoring the counter labels back to 0.

The defuser need to survive 90 seconds of the needy period while clicking all the buttons to restore back them to 10.