Build a Unity Rewarding tool

Tools overview :-
Make a static class that includes this functionality.

```
bool CanReward()
{
        //Check if can be reward bay subtract the last reward time from current time you can
        //use this API "http://worldtimeapi.org/api/ip"
}

void Reward()
{
        //Set the last reward time to current time
}
```

Package it up :-
Use the unity custom packages for package the tool then upload it to GitHub.

Resources :-
- World Time API "https://worldtimeapi.org/pages/examples"
- Unity Package layout "https://docs.unity3d.com/Manual/cus-layout.html"

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