Lockpick mini game

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1. System
   - Simulating realistic lockpicking.
   - 4 pins are blocking the cylinder to spin.
   - All 4 pins are randomly placed with random size.
   - Player has to push the pins to unlock.
   - Player has to fix a pin at right position so that it won't fall off.
   - Click to push the pin and when the pin is at right position, space bar to fix it.
   - Right position is indicated by pin color. It becomes green when it is in range.
   - If all 4 pins are fixed, then the cylinder will rotate automatically and be unlocked.

2. Utilizing Input
   - There are 2 difficulties, hard and hell.
   - Pin size and range for fixing its position depend on difficulty.
   - Hell mode has shorter pins and narrower range.
   - In hard mode, the pin player is moving will be affected but in hell mode all pins can fall if player try to fix a pin in wrong place.
   - Player skill is in player class but it is not fully implemented.

3. About scene
   - Player can move player cube with WASD keys and
     E to start lockpicking when close to a crate.
   - There are hard crate and hell crate in the scene.
   - Once lockpicking is done, successfully or not,
     player cannot attempt again on that crate.