Create an interface that allows you to spend and earn Coins

Coins
- The application revolves around earning **Coin** currency**.**
- Coins are displayed on the top side of the menu, and have a maximum value of 10.
- Users will start with 5 coins at the first run of the application. Subsequent runs will load the coins from a save.
- The display will show the number of current coins and the number of maximum coins, for example **Coins: 5/10**
- There is a button which spends coins (1 for each press).
- A total coin spent counter should be added to the UI.
- There are two direct ways of earning coins and a minigame, described below.

Get Free Coins
- You get a "free" coin every day at 13 pm UTC. There is a UI element that shows the time remaining until the "free" coin.
- Once the time reaches 13 pm, the UI element showing the time remaining will instead display a Claim button. Pressing the Claim button will award you with 1 coin.
- Everytime you Claim a coin, the timer will start again, displaying the remaining time until the next free claim (next day, 13 pm UTC).
- Once you reach 10 coins, the free mechanic will no longer award coins. A message is displayed instead of the timer informing the user that the maximum number of coins has been reached.

Get Extra Coins
- You have a button, *Get Extra Coin,* which opens a screen that shows a progress bar for 3 seconds. During these 3 seconds, the screen cannot be dismissed. At the end of the 3 seconds, you get a small popup congratulating you, and awarding you one Coin.
- The *Get Extra Coin* action must be capped to a maximum of 5 times per day. This capping resets daily at 13 pm UTC. If at any time the 5 times per day limit is reached, the button will disappear from the menu.
- The *Get Extra Coin* button does not adhere to the maximum coin number restriction, and can be used repeatedly, even after the 10 coin threshold. If this situation happens, the interface displaying the coins will read the number of coins above the max number: **Coins: 14/10**

Gamble
- Add a minigame as a fourth entry to the menu, that allows the user to Gamble up to 10 coins
- The win-lose is double or nothing

- The Gamble minigame doesn't respect the 10 coin capping limit. You can win as many coins as you can
- The Gamble minigame will have the user select one out of ten numbers (1-10). The winning number will not be selected random, but use the following logic:
  - 1st Gamble, user loses
  - 2nd Gamble, user wins
  - 3rd-6th Gamble, user loses
  - 7th, 8th Gamble, user wins
  - 9th time user loses
  - After the 10th Gamble, user has 5% chances of winning
- Animation the numbers by highlighting each for a short period of time, before the winning number is selected. The animation should suggest that the numbers have an equal number of winning, and must start after the user bets his coins.

Requirements:

- Unity, preferably 2020.3.7f1 versions or above
- C#-only (no JS)
- Use the existing code base:
  - SampleScene is the starting point
  - *TimerUtility.cs* should be extended for any time-related API
  - Use *BlockingWait.cs* as a starting point for the Get Extra Coin screens
  - You can add your own files on top of the existing ones
  - You can reorganize existing files into a different folder hierarchy

Template Project (2020.3.x), with minimal functionality inside SampleScene:
https://drive.google.com/file/d/11WNb15gac1J3TTGpnI9VZw5B08GdHQDB/