Create an interface that allows you to spend and earn Coins

Coins
- The application revolves around a **Coin** currency**.**
- Coins should be displayed on the top side of the menu
- Users will start with 5 coins at the first run of the application. Subsequent runs will load the coin amount from a save.
- There is a button which spends coins (1 for each press).
- There are multiple ways of earning coins described below.

Daily Bonus (Free Coin)
- You get a "free" coin as a daily bonus every day starting at 13:00 UTC, restricted to once per day.
- When the Claim is available, pressing the Claim button will award you with 1 coin.
- When the user claims the free coin, the timer will start counting until the next occurrence of 13:00 UTC
- If there is a cooldown because of a previous claim, once the time reaches 13:00 UTC, the UI element showing the time remaining will instead display a Claim.

Get Extra Coins (simulating watching an Ad)
- You have a button, *Get Extra Coin*, which opens a screen that shows a progress bar for 2 seconds. During these 2 seconds, the screen cannot be dismissed. At the end of the 2 seconds, you get a small popup congratulating you, and awarding you 1 Coin.
- The *Get Extra Coin* action must be capped to a maximum of 5 times per day. This capping resets daily at 13:00 UTC each day. If at any time the 5 times per day limit is reached, the button will be grayed out from the menu and display the time remaining until it becomes available again

Minigame - Wheel of Fortune
- Add a minigame that simulates a wheel of fortune allowing the user to bet his coins while picking 1 out of 8 numbers.
- The minigame will have the user select one out of eight numbers (1-8) and a way for the user to bet any amount of his available coins. The winning number will <u>not</u> be random, but use the following logic:
    - 1st "spin", user loses
    - 2nd "spin", user wins
    - 3rd-6th "spin", user loses

- 7th, 8th "spin", user wins
- 9th time user loses
- After the 10th "spin", user has 5% chances of winning
- The user can select 1 out of 8 numbers from an interface, and bet any amount of coins that he owns. The user will press a start game button.
- The "game" should display a wheel with 8 slices. When the user presses start, the wheel starts turning for a few seconds, and then it stops on the pre-defined number according to the win sequence described above
- On a win, he will double his bet, on a loss, he will lose that amount. The UI will need to reflect that.

Requirements:

- Unity, preferably 2020.3.7f1 versions or above
- C#-only
- 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/