AR clock

* Show result
* Add clock
* Add clock script, look at script
* Add simple rotation method
* Exercise
  + var rotationSeconds = minutesSinceMidnight % 60;
  + var rotationMinutes = hoursSinceMidnight % 60;
  + var rotationHours = hoursSinceMidnight / 12;
* test locally
* enable marker
* Add glass
* Place into Marker
* Test on Device
* Start game button
  + place button, 200
  + text
  + change color
  + add action
* switch to game scene
* add clock prefab
* Look at game controller
* drag clock into game controller
* drag in goblin, look, change color, apply
* delete goblin
* test locally
* create spark effect
* game over text
* change spawn speed
  + private float secondsBetweenSpawns = 3;
  + private float spawnAcceleration = 0.04f;
* Make goblin faster over time
* Powerup
* DoTween?