As a user, I can pause and resume the timer

The in-game GUI will display a timer indicating how long the user’s turn is lasting. It can be paused which will hide the board temporarily, until the game is resumed again.

Acceptance criteria:

* User can see the timer, which resets with every turn
* User can pause the timer, which stops the timer and also hides the board temporarily
* User can resume to the game, which brings back the board and resumes the timer for their turn

Programming tasks:

* Implement the timer
* Add the GUI elements to the in-game board
* Implement pausing and resuming the timer
* Implement setting the visibility of the board to false when timer is paused

Estimated programmer points: 1

Priority in MoSCoW: Could