Use case: *Start new game*

Priority (**high**, mid, low)

Participating actors

- User

Normal flow 1

1. Click "new game" selection in file menu (User)

    1. Sets a new board, with no pieces placed.

    2. Informs the players who's turn it is.

Normal flow 2

1. Clicks "new game" selection in file menu, while currently playing a game. (User)

    1. Prompts the User if they really want to abort the current game. (application)

2. Clicks "yes" or "no" (User)

    1. If "yes", abort the current game, clear the board and inform the User that the new game has begun. If "no", remove the pop-up and let the User continue playing the game. (application)