Run game requirement

ID:	008
Use case / scenario:	Play a game to turn of the alarm.
Trigger:	The alarm goes off while player has the game function activated in the alarm settings.
Precondition:	The game function must be activated by the user.

Basic path
The user enters the alarm settings and activates the game function. When the next alarm goes off the system will present the player a game which he/she has to solve before being able to deactivate the alarm.

Exception path
1. The user fails at the game.
The state of the game will then reset and the user will then be able to try again.

Post condition
The game must be deactivated when the user completes the game so he/she can snooze/turn off the alarm.

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