Requirements assignment 5, exercise 1

Implementation for being able to change the lay-out

Must haves:

- The player shall be able to press a layout button on the startscreen, which when pressed leads to a new screen with options to change the lay-out.
- On the layout screen the player will be able to change the background colour, the labeltext colour and the button colour.
- For each of the three changeable aspects, the player can choose the following colours: red, green, yellow, blue.

Should haves:
We do not have any should haves.

Could haves:

- When the game is saved, the layout settings shall also be saved.

Won't haves:
We do not have any won't haves.

Non-functional requirements:

- The implementation shall be done using the decorator pattern.