As a user, I can save a game

A user can save a game (the board, the score, the players, etc) for later use.

Acceptance criteria:

* The user can click a button in the in-game GUI in order to save the current state of the game
* The user can confirm to save the game and is brought back to the in-game GUI after that

Programming tasks:

* Save button in-game
* Confirmation dialog to save the game
* Unit testing
* Write testcase

Estimated programming points: 2

Priority in MoSCoW: Should