As a user, I can forfeit a game

A user can forfeit by selecting a forfeit button at any point during the game. The player exits to the save screen.

Acceptance criteria:

* User exits an active game and is prompted with options to save the game or go for a rematch
* User’s opponent is allotted a victory
* Opponent exits an active game and is prompted with options to save the game or to go for a rematch

Programming tasks:

* In-game button
* Confirmation dialog to save, rematch or quit
* Unit testing
* Write testcase

Week 1: Did not spend any programmer points on this user case, so no programmers tasks were finished.

For week 2:

Estimated programmer points: 1

Priority in MoSCoW: Must