As a user, I can ask for a Rematch after a game has ended

At the end of a game, the user can choose to rematch their opponent.

Acceptance criteria:

* It should only prompt when a game is finished: that is, after a forfeit or after a player has lost their king
* User can choose to rematch: either call a new game with same settings, or close the application

Programming tasks:

* Dialog that pops up at the end of a game asking for rematch
* Button “yes” that calls the start of a new game (new board) with other settings like playernames and AI level the same as before
* Button “no” that closes the application

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

For week 2:

Estimated programmer points: 2

Priority in MoSCoW: Must