As a user, I can start a game

The user runs the jar file, enters the desired settings and hits start so the game starts.

Acceptance criteria:

* The main menu opens
* The user can enter game settings
* The user can enter the names of the player(s)
* The user sees the in-game GUI with a board with chess pieces, the player names, some buttons like save and forfeit, the game is ready to start

Programming tasks:

* Create and use settings through a settings file or variables
* Link settings to the game

Week 1: This use case was almost finished in week 1 (Programmer points: 4).

Week 2:

Estimated programmer points: 1

Priority in MoSCoW: Must