As a user, I can choose various settings about the game

The user can pick the texture of the board, the texture of the chess pieces, which gamemode they wish to play in, and so on.

Acceptance criteria:

* The user can pick a board texture
* The user can pick a chess piece texture set
* The user can choose a gamemode, AI level, etc
* The game starts with the correct settings

Programming tasks:

* Implement reading the chosen settings by storing in variables
* Load correct textures depending on user’s choices
* Start the game with correct settings

Estimated programmer points: 3

Priority in MoSCoW: Could