Undo & Reset

Context: Allow the user to undo a move and reset a level

Idea:

1. Keep track of which cards have been played.

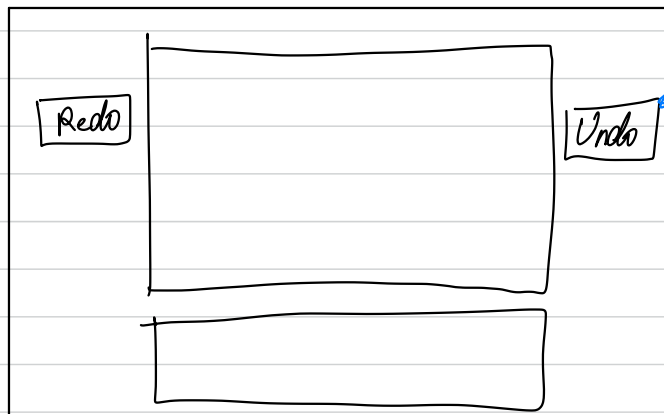2. When the Undo button is clicked, revert the last play.

   2a. Meaning, return the card to the player

   2b. Change back all altered tiles

   Careful because tiles that were green already, MUST stay

3. When the Reset button is pressed:

   Simply reload the level.

button placements are temporary