Acceptance Test

1. Player 1 (Ryan) logs in
   Player 1 is taken to the lobby
2. Player 2 (Miguel) logs in
   Player 2 is taken to the lobby
3. From his screen, Player 1 clicks on Player 2's name (Miguel)
4. Both players are taken into the game, where:
   a. The 64-square board is set up
   b. The chat panel is set up
   c. The statistic panel is set up
5. Player 1 and Player 2 play a game, in which Player 1 wins
6. The game is over, and both players will have 2 options:
   a. Rematch
   b. Return to Lobby
7. Player 2 chooses to rematch
8. Player 1 will receive a message to either "Accept" or "Decline"
9. Player 1 chooses to accept
10. The board will then reset to its original state
11. Player 1 will refresh his browser and login under the same name (Ryan)
12. Player 1 will see the game that he was playing with Player 2 (Miguel)
13. Player 1 clicks on that game number. He will be transferred back to the existing game
14. Player 2 will now click "Resign"
15. The game is over
16. Both players will choose return to lobby