Rotate a Piece

Participants:
- : Main Menu
- : system
- : Game
- : Alternative Flow

Messages:
- set Player
- get Game piece()
- get Input Game()
- get Selected Game Board()
- get Rotate()
- get Return()
- set Computer Against
- set Maintain/Change Game
- get Rotation (clockwise / anti-clockwise)
- get Rotation () Head direction)