Requirements logging

- When the user starts a game, a logging file will be created.
- When a logging file is created, the name of the file will be the current date and time in the format "YY-MM-DD-hhmmss.txt"
- When the user clicks, the position of the click will be logged. The position will be the indexes within the 8x8 grid.
- When 2 gems are switched, log the indexes of the 2 gems and if the switch succeeded.
- When a combination is formed, log the type, the amount, and the score granted of the combination.
- Log when the game is started.
- When the game is over, log the final score.
- Every log will start with a time-stamp.

Non-functional requirements
- We'll create a seperate logging class, the main class will hold an instance of this class for all other classes to use.
- We'll use a bufferedwriter so we don't need a system call for every line.