***Support the host being able to select from multiple rule variations of a game.***

GameFactory createRules() will change to return an array of Rules. This change changes the interface so all classes that extend GameFactory will need to adjust for the change by accepting an array whenever createRules() is called. This array can then be parsed for a specific instance of a Rules which the host can use for the specific game.

After the rules are created, if there are multiple rules available, the program will wait for a new SelectRulesEvent SysEvent, which will mark the selected rules as such. A new function in the GameFactory, getRules(), will return the Rules object the host has selected. This Rules object will then be used when creating the MatchController.

