Plan

1. Check game id not 0
2. Check team1 count not 0
3. Check team2 count not 0
4. Check if gameexist if no throw exception
5. Get goals home team and visiting team for validation
6. Check if playerstat already exists for the game if yes rollout throw exception
7. Get active playerlist of team1
8. Get active playerlist of team2
9. Check for zero positive goals and assists on both lists.
10. Check if sum goals of playingteam 1 == total goals of team in the gamestats
11. Check if sum goals of playingteam 2 == total goals of team in the gamestats
12. Add members of both list in one list to process the stats.
13. Use a loop to process one by one
14. Select player to update gamesplayed
15. Check if a player has a goal, assist, red, yellow to add in player stats
16. If yes create new player record
17. Do a add to playstat table