```
1.  /// Creates a unique code for the game
2.  ///
3.  fn generate_game_code(player: PlayerSocket) -> Int {
4.    let assert Ok(waiting_games) = table.ref("waiting_games")
5.    let game_code = case int.random(9999) {
6.      0 -> 1
7.      code -> code
8.    }
9.    // Games with the same codes can exist;
10.   // They just cannot be waiting for a joining player at the same time
11.   case waiting_games |> table.lookup(game_code) {
12.     [] -> {
13.       waiting_games
14.       |> table.insert([#(game_code, "Waiting for a player to join")])
15.       logging.log(Info, "New game created; " <> int.to_string(game_code))
16.       game_code
17.     }
18.     _ -> generate_game_code(player)
19.   }
20. }
```