```gleam
/// Creates a unique code for the game
///
fn generate_game_code(player: PlayerSocket) -> Int {
  let assert Ok(waiting_games) = table.ref("waiting_games")
  let game_code = case int.random(9999) {
    0 -> 1
    code -> code
  }
  // Games with the same codes can exist;
  // They just cannot be waiting for a joining player at the same time
  case waiting_games |> table.lookup(game_code) {
    [] -> {
      waiting_games
      |> table.insert([#(game_code, "Waiting for a player to join")])
      logging.log(Info, "New game created; " <> int.to_string(game_code))
      game_code
    }
    _ -> generate_game_code(player)
  }
}
```