

Successful conditions for Creating the game:
-clientPlayers inside GameController is empty
Successful conditions for Joining the game:
-clientPlayers' size inside GameController < maxPlayers and the chosen nickname is original

unSuccessful conditions for Creating the game:
-clientPlayers inside GameController isn't empty
unSuccessful condition for Joining the game:
-if the game isn't in connectionState
-if the maxPlayers aren't already set
-if clientPlayers.size ==maxPlayers

