1. Accesso al gioco di un giocatore

Server is listening for incoming new clients.
When a user starts the game, he has to fill a form with nickname and server IP.
Client connects to the server and waits for the session token.
After that, user has to select the number of players for the match.
When server receives the number of players, it checks if, among all the instantiated controllers, there is one with the requested characteristics. If so, it allocates the new player to the controller, otherwise it creates a new controller with the desired characteristics.