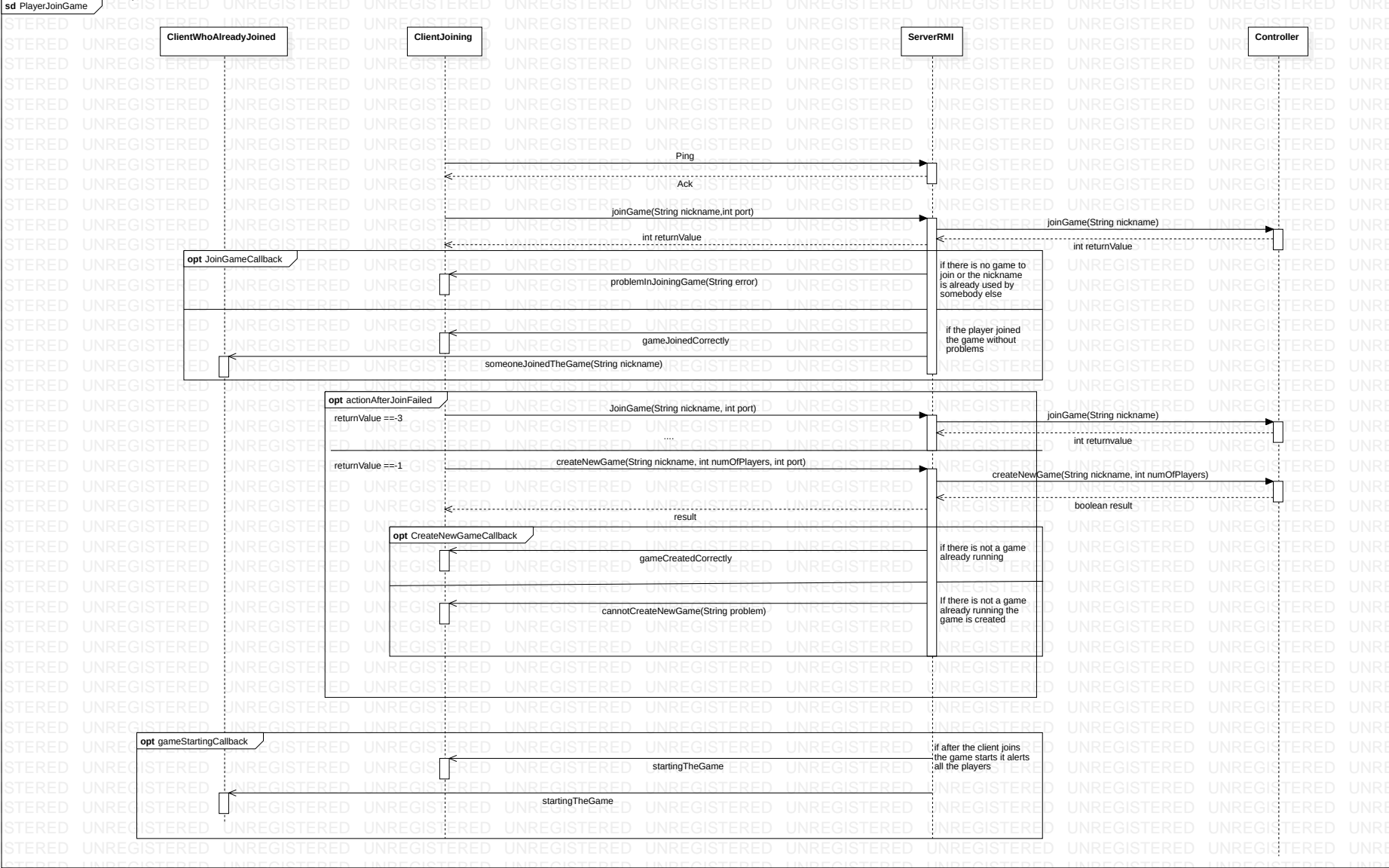


Collaboration1: Interaction1::PlayerJoinGame



The returnValue from the joinGame function can have these values:
(-1) if there is not any game to join
(-2) if the game has already started
(-3) if the chosen nickname is already being used by someone else
(0) if the player joined the game correctly