



When the server start it wait for the players to join.
 we are using the convintion that if the first player is the game creator.
 So when the first player connect to the server, the server ask the
 player with how many players he wants to play.
 if the first player digit 1 the server init the solo mode, otherwise the
 server show the loby screen to the player and wait for the all players to
 join.