Game access

The first action performed by the client is a ping which is a request to the server.
The server then answers with an ack to let the client know that is up and running.
After the initial setup of the connection the client starts sending data to the server, a client could either join or create a game.
In case a new game is created the client automatically joins the match.

2nd Client   **Client**   **Server**   **Server**   **ClientHandler**

Client → Server: ping(server_ip:6000)

Server → Client: ack()

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Client → ClientHandler: createGame(numPlayers:2)

ClientHandler → Client: success(ID:123456)

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Client → ClientHandler: join(ID:123456)

ClientHandler → Client: joinSuccess()

2nd Client → Server: ping(server_ip:6000)

Server → 2nd Client: ack()

2nd Client → ClientHandler: join(ID:123456)

ClientHandler → 2nd Client: joinSuccess()