SD-11 : Player changes name

```
  Player            :Client              :Server

    |  Set Name Button  |                   |
    |------------------>|                   |
    |  prompts for name |                   |
    |<------------------|                   |
    |  type new name    |                   |
    |------------------>|                   |
    |                   |  send(SetName)    |
    |                   |------------------>|
    |                   |  send(GameState)  |
    |                   |<------------------|
```