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1. case message_for_actor {
2.   BoxClick(player, box_index) -> {
3.     // Update state for boxes
4.     let new_state = new_game_state(state, player, box_index)
5.     // Update turn
6.     let current_turn = state.game_state.turn
7.     let next_turn = case current_turn {
8.       X -> 0
9.       _ -> X
10.    }
11.    let new_state =
12.      GameActorState(
13.        ..new_state,
14.        game_state: GameState(..new_state.game_state, turn: next_turn),
15.      )
16.    // Get winner
17.    let winner = get_winning_player(new_state.game_state)
18.    //send everyone updates
19.    list.each(state.participants, fn(p) {
20.      //status text
21.      process.send(
22.        p.1,
23.        SendToClient(game.update_status(
24.          new_state.game_state.turn == p.0,
25.          p.0,
26.          winner,
27.        )),
28.      )
29.      // updated grid
30.      process.send(
31.        p.1,
32.        SendToClient(
33.          game.game_grid(new_state.game_state, p.0, case winner {
34.            "Neither" -> new_state.game_state.turn == p.0
35.            _ -> False
36.            // if someone has won,
37.            // the grid should no longer have clickable boxes
38.          })),
39.      ),
40.    )
41.  })
42.  new_state |> actor.continue
43. }

```