```gleam
1.  ///See [here](https://hexdocs.pm/mist/mist.html#websocket)
2.  ///
3.  pub fn new(req: Request(Connection), director: Subject(DirectorActorMessage)) {
4.    mist.websocket(
5.      request: req,
6.      on_init: fn(_conn) {
7.        // Create a new subject for the current websocket process
8.        // that other actors will be able to send messages to
9.        let ws_subject = process.new_subject()
10.       let new_selector =
11.         process.new_selector()
12.         |> process.selecting(ws_subject, function.identity)
13.       logging.log(Info, "A Websocket Connected")
14.       // Set state for the connection with empty defaults
15.       #(
16.         WebsocketActorState(
17.           name: "",
18.           game_code: 0,
19.           player: Neither,
20.           ws_subject: ws_subject,
21.           game_subject: None,
22.           director_subject: director,
23.         ),
24.         Some(new_selector),
25.       )
26.     },
27.     on_close: fn(state) {
28.       logging.log(Info, "A Websocket Disconnected")
29.       case state.game_subject {
30.         Some(game_subject) -> {
31.           process.send(game_subject, UserDisconnected(state.player))
32.           io.debug("Forced other participants to disconnect")
33.         }
34.         _ -> {
35.           process.send(
36.             state.director_subject,
37.             DequeueParticipant(state.game_code),
38.           )
39.           io.debug("Socket was not part of a game")
40.         }
41.       }
42.       Nil
43.     },
44.     handler: handle_ws_message,
45.   )
46. }
```