

```
1. //update game state
2. let player =
3.   Player(
4.     ..state.player,
5.     action: action,
6.     position: #(x, y),
7.     old_positions: state.player.old_positions
8.     |> list.append([state.player.position]),
9.     updates: state.player.updates
10.    |> list.append([movement_message, action_message]),
11.  )
12. process.send(game_subject, PlayerMoved(player, game_subject))
13. //update overall state, including move action
14. WebSocketActorState(..state, player: player)
```