

```
1. // create battle
2. let game_subject = process.new_subject()
3. let battle_erl = fn() {
4.   battle.start(btype, game_subject, player_subject.1)
5. }
6. let id = case list.last(state.battles) {
7.   Ok(b) -> b.0 + 1
8.   _ -> 0
9. }
10.
11. // add to supervisor
12. let _ =
13.   sup.new(sup.OneForOne)
14.   |> sup.add(sup.supervisor_child(
15.     "battle_is_" <> id |> int.to_string,
16.     battle_erl,
17.   ))
18.   |> sup.auto_shutdown(sup.AnySignificant)
19.   |> sup.start_link
20.
21. let assert Ok(battle_subject) = process.receive(game_subject, 1000)
22. let new_battle = #(id, battle_subject, player.number, None)
23. // setup battle
24. process.send(battle_subject, SetupBattle(id, game))
25. // add to state
26. state.battles |> list.append([new_battle])
```