```gleam
///See [here](https://hexdocs.pm/mist/mist.html#WebSocket)
///
pub fn new(req: Request(Connection), director: Subject(DirectorActorMessage)) {
  mist.websocket(
    request: req,
    on_init: fn(_conn) {
      // Create a new subject for the current WebSocket process
      // that other actors will be able to send messages to
      let ws_subject = process.new_subject()
      let new_selector =
        process.new_selector()
        |> process.selecting(ws_subject, function.identity)
      logging.log(Info, "A WebSocket Connected")
      // Set state for the connection with empty defaults
      #(
        WebsocketActorState(
          name: "",
          game_code: 0,
          player: Neither,
          ws_subject: ws_subject,
          game_subject: None,
          director_subject: director,
        ),
        Some(new_selector),
      )
    },
    on_close: fn(state) {
      logging.log(Info, "A WebSocket Disconnected")
      case state.game_subject {
        Some(game_subject) -> {
          process.send(game_subject, UserDisconnected(state.player))
          io.debug("Forced other participants to disconnect")
        }
        _ -> {
          process.send(
            state.director_subject,
            DequeueParticipant(state.game_code),
          )
          io.debug("Socket was not part of a game")
        }
      }
      Nil
    },
    handler: handle_ws_message,
  )
}
```