

/// Creates the actor

///

```
pub fn start(  
  participants: List(#(Player, Subject(CustomWebSocketMessage))),  
) -> Subject(GameActorMessage) {  
  let state =  
    GameActorState(  
      participants: participants,  
      names_set: 0,  
      player_one_name: "",  
      player_two_name: "",  
      game_state: GameState(turn: X, state: [  
        // player markings in boxes - left to right, top to bottom  
        Neither,  
        Neither,  
        Neither,  
        Neither,  
        Neither,  
        Neither,  
        Neither,  
        Neither,  
        Neither,  
        Neither,  
      ]),  
    )  
  let assert Ok(actor) = actor.start(state, handle_message)  
  
  //send everyone to the set_name page  
  //(by sending a message that holds the game_actor)  
  list.each(participants, fn(participant) {  
    process.send(participant.1, JoinGame(game_subject: actor))  
  })  
  
  actor  
}
```