```
main process
main supervisor
 — director_actor
         game actor1
             battle child supervisor1
              — battle actor1
                 l— enemy actor1
             battle child supervisor2
              — battle_actor2
                  — enemy actor2
         game actor2
             battle child supervisor3
              -- battle actor3
                  — enemy actor3
             battle child supervisor4
              — battle actor4
                    enemy actor4
web server supervisor

 web server process

        websocket actor1
        websocket actor2
      — websocket actor3

 websocket actor4

      websocket actor5

 websocket actor6

      websocket actor7
      — websocket actor8
      websocket actor9

 websocket actor10
```