```
main process
main supervisor
  — director_actor
         game actor1
             battle child supervisor1
              battle_actor1
             battle child supervisor2
                battle_actor2
         game actor2
             battle child supervisor3
              — battle actor3
             battle_child_supervisor4
                battle 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
```