

```
//update game state
```

```
let player =
```

```
  Player(
```

```
    ..state.player,
```

```
    action: action,
```

```
    position: #(x, y),
```

```
    old_positions: state.player.old_positions
```

```
    |> list.append([state.player.position]),
```

```
  )
```

```
process.send(game_subject, PlayerMoved(player, game_subject))
```

```
//update overall state, including move action
```

```
WebSocketActorState(..state, player: player)
```

```
|> actor.continue
```