```
1.  /// Creates the actor
2.  ///
3.  pub fn start(
4.    participants: List(#(Player, Subject(CustomWebsocketMessage)))),
5.  ) -> Subject(GameActorMessage) {
6.    let state =
7.      GameActorState(
8.        participants: participants,
9.        names_set: 0,
10.       player_one_name: "",
11.       player_two_name: "",
12.       game_state: GameState(turn: X, state: [
13.         // player markings in boxes - left to right, top to bottom
14.         Neither,
15.         Neither,
16.         Neither,
17.         Neither,
18.         Neither,
19.         Neither,
20.         Neither,
21.         Neither,
22.         Neither,
23.       ]),
24.     )
25.   let assert Ok(actor) = actor.start(state, handle_message)
26.   //send everyone to the set_name page
27.   //(by sending a message that holds the game_actor)
28.   list.each(participants, fn(participant) {
29.     process.send(participant.1, JoinGame(game_subject: actor))
30.   })
31.   actor
32. }
```