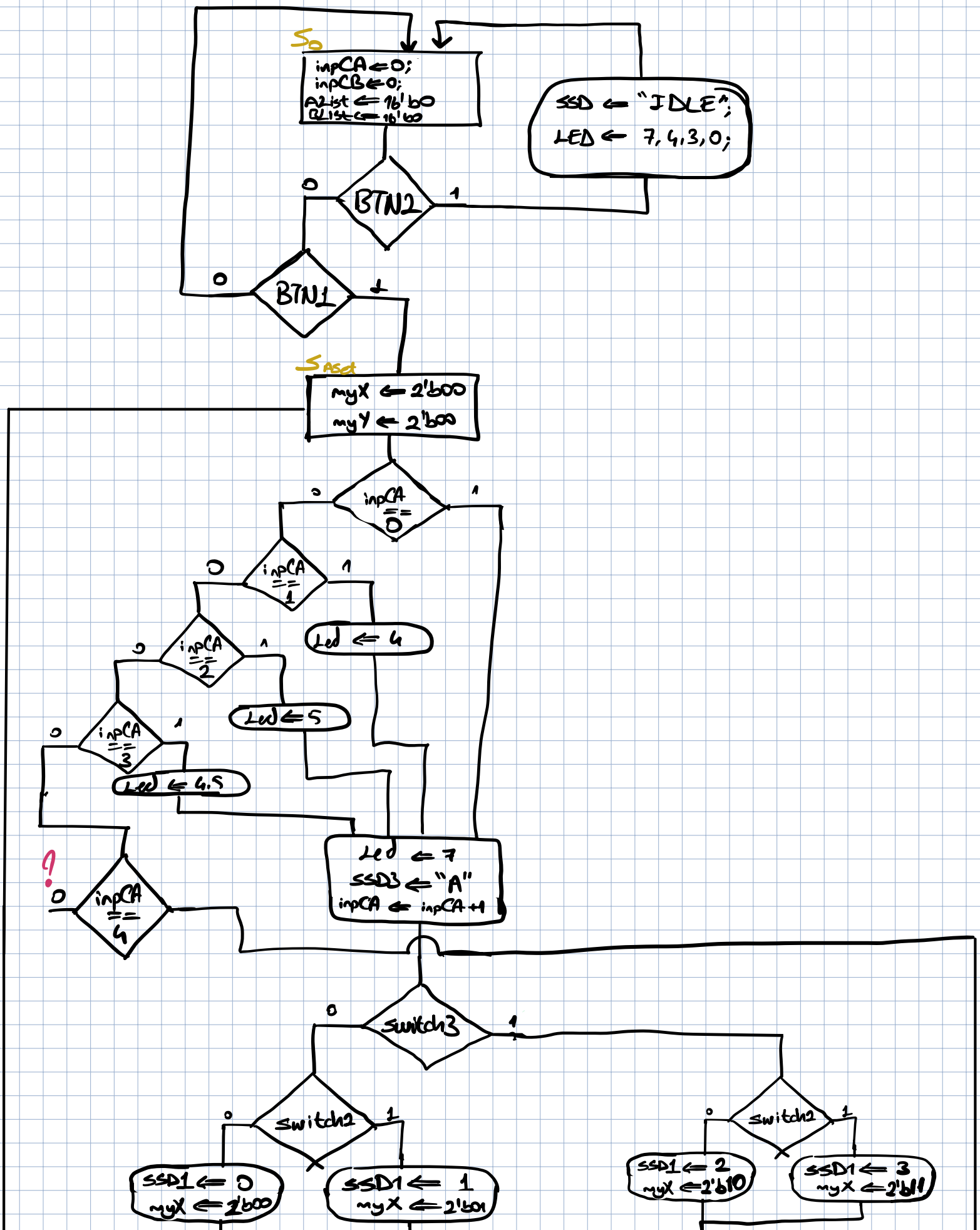
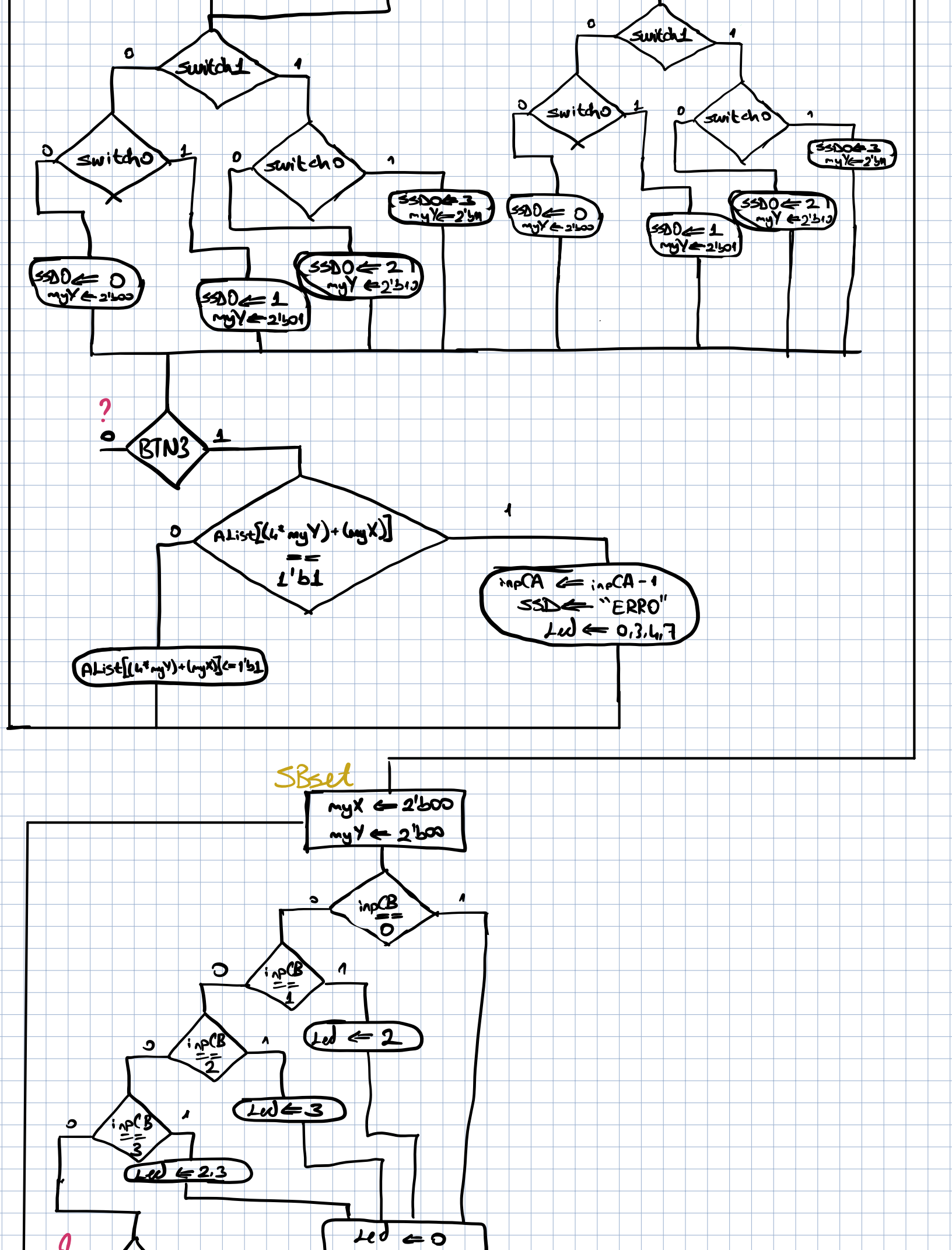
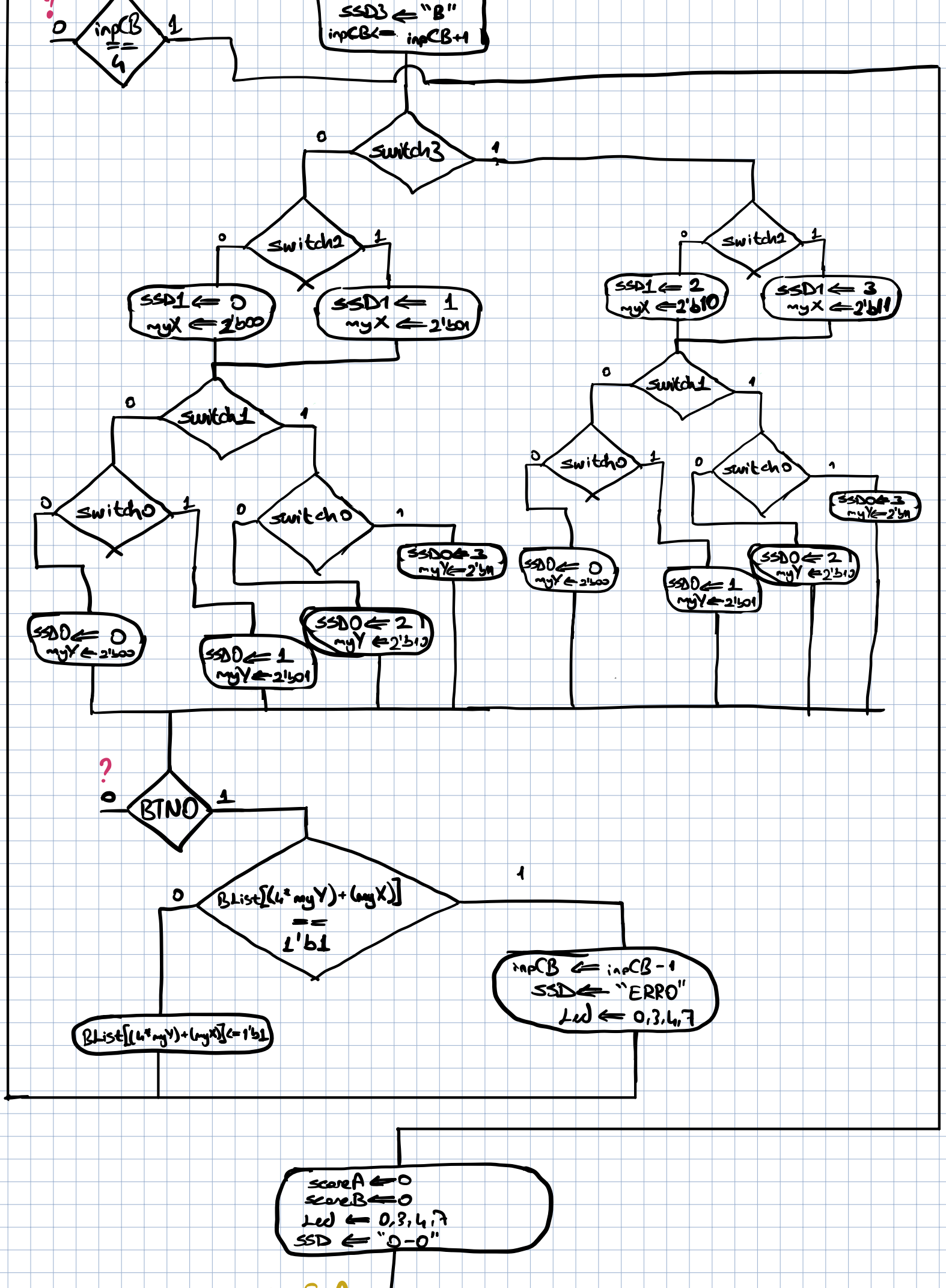
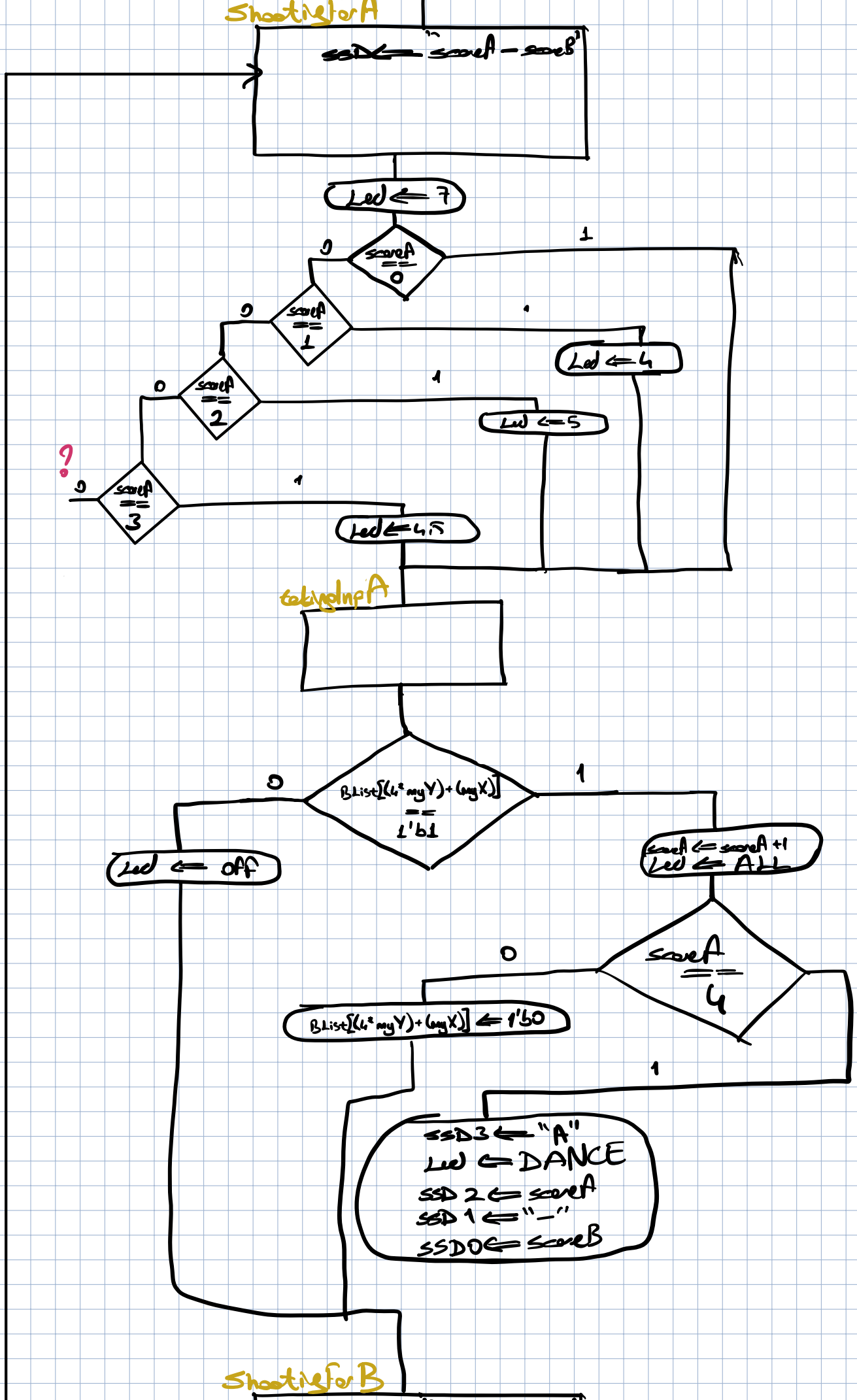
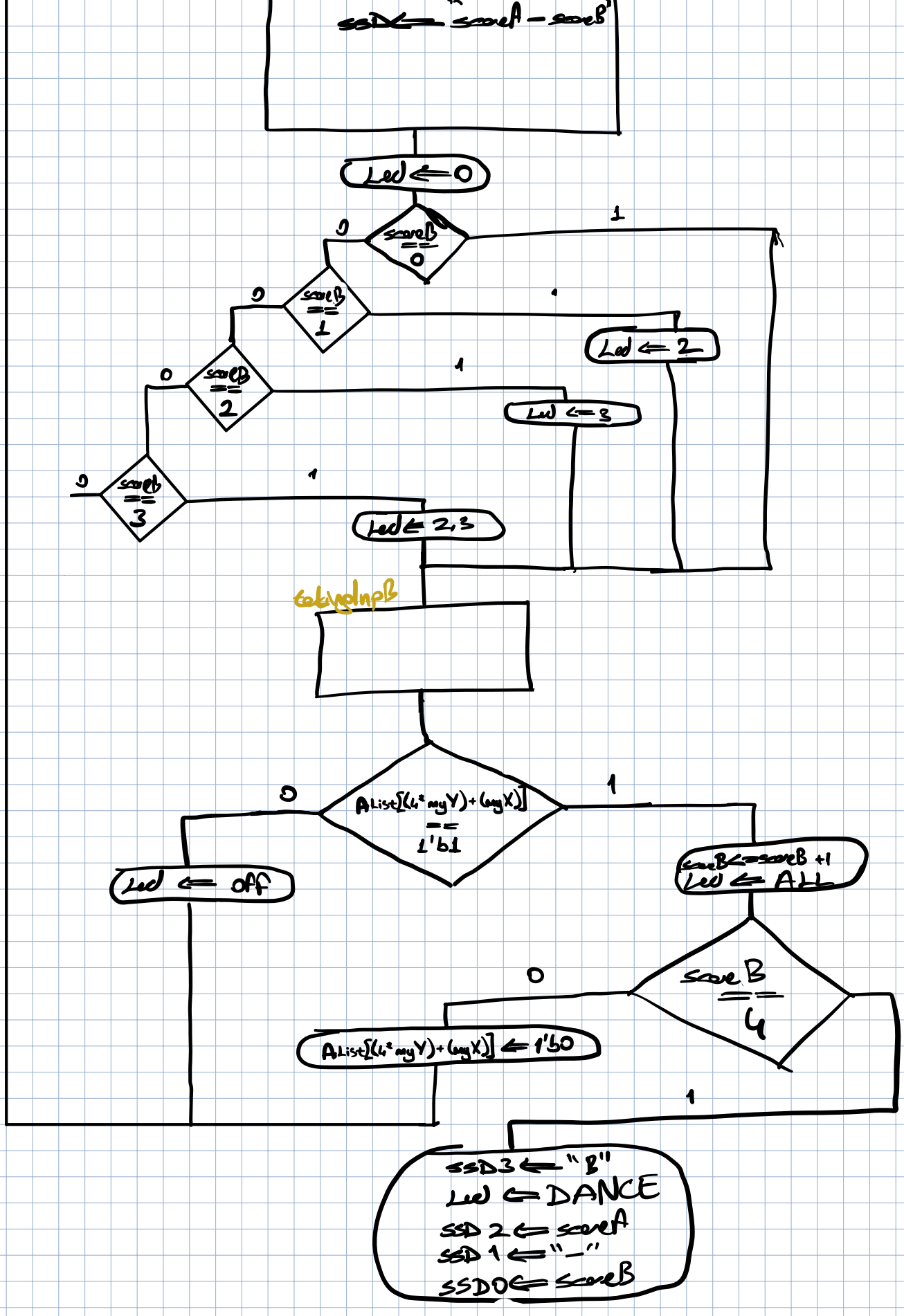

S0
inpCA ← 0;
inpCB ← 0;
A2list ← 16'b0
B2list ← 16'b0
SSD ← "IDLE";
LED ← 7,4,3,0;
BTN2
BTN1
Sast
myX ← 2'b00
myY ← 2'b00
inpCA == 0
inpCA == 1
inpCA == 2
inpCA == 3
inpCA == 4
Led ← 4
Led ← 5
Led ← 4.5
Led ← 7
SSD3 ← "A"
inpCA ← inpCA+1
switch3
switch2
SSD1 ← 0
myX ← 2'b00
SSD1 ← 1
myX ← 2'b01
SSD1 ← 2
myX ← 2'b10
SSD1 ← 3
myX ← 2'b11


switch1
switch0
SSD<= 0
myY<=2'b00
SSD<= 1
myY<=2'b01
SSD<= 2
myY<=2'b10
SSD<= 3
myY<=2'b11
BTN3
AList[(4*myY)+(myX)] == 1'b1
inpCA <= inpCA - 1
SSD<= "ERRO"
Led <= 0,3,4,7
SBset
myX <= 2'b00
myY <= 2'b00
inpCB == 0
inpCB == 1
inpCB == 2
inpCB == 3
Led <= 2
Led<=3
Led <=2,3
Led <= 0


inpCB == 4
0
1
SSD3 ⇐ "B"
inpCB ⇐ inpCB+1
switch3
switch2
switch1
switch0
SSD1 ⇐ 0
myX ⇐ 2'b00
SSD1 ⇐ 1
myX ⇐ 2'b01
SSD1 ⇐ 2
myX ⇐ 2'b10
SSD1 ⇐ 3
myX ⇐ 2'b11
SSD0 ⇐ 0
myY ⇐ 2'b00
SSD0 ⇐ 1
myY ⇐ 2'b01
SSD0 ⇐ 2
myY ⇐ 2'b10
SSD0 ⇐ 3
myY ⇐ 2'b11
BTN0
BList[(4*myY)+(myX)] == 1'b1
inpCB ⇐ inpCB - 1
SSD ⇐ "ERRO"
Led ⇐ 0,3,4,7
BList[(4*myY)+(myX)] ⇐ 1'b1
scoreA ⇐ 0
scoreB ⇐ 0
Led ⇐ 0,3,4,7
SSD ⇐ "0-0"


ShootingforA
SSD ⇐ "scoreA - scoreB"
Led ⇐ 7
scoreA == 0
scoreA == 1
Led ⇐ 4
scoreA == 2
Led ⇐ 5
scoreA == 3
Led ⇐ 4.5
?
takingInpA
BList[(4*myY)+(myX)] == 1'b1
Led ⇐ off
scoreA ⇐ scoreA +1
Led ⇐ ALL
scoreA == 4
BList[(4*myY)+(myX)] ⇐ 1'b0
SSD3 ⇐ "A"
Led ⇐ DANCE
SSD2 ⇐ scoreA
SSD1 ⇐ "-"
SSD0 ⇐ scoreB
ShootingforB


Led ⇐ 0
scoreB == 0
scoreB == 1
scoreB == 2
scoreB == 3
Led ⇐ 2
Led ⇐ 3
Led ⇐ 2,3
takingInpB
AList[(4*myY)+(myX)] == 1'b1
Led ⇐ off
scoreB ⇐ scoreB +1
Led ⇐ ALL
scoreB == 4
AList[(4*myY)+(myX)] ⇐ 1'b0
SSD3 ⇐ "B"
Led ⇐ DANCE
SSD2 ⇐ scoreA
SSD1 ⇐ "_"
SSD0 ⇐ scoreB