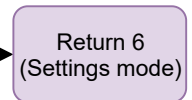
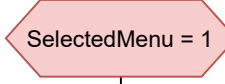
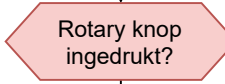
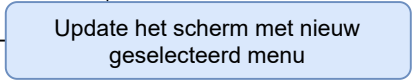
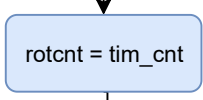
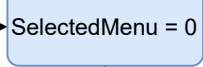
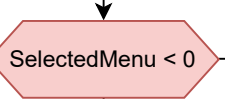
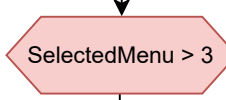
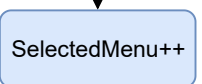
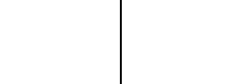
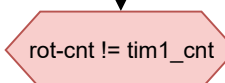
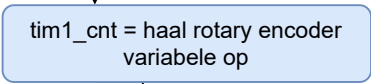
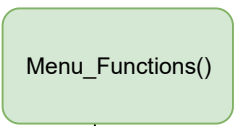
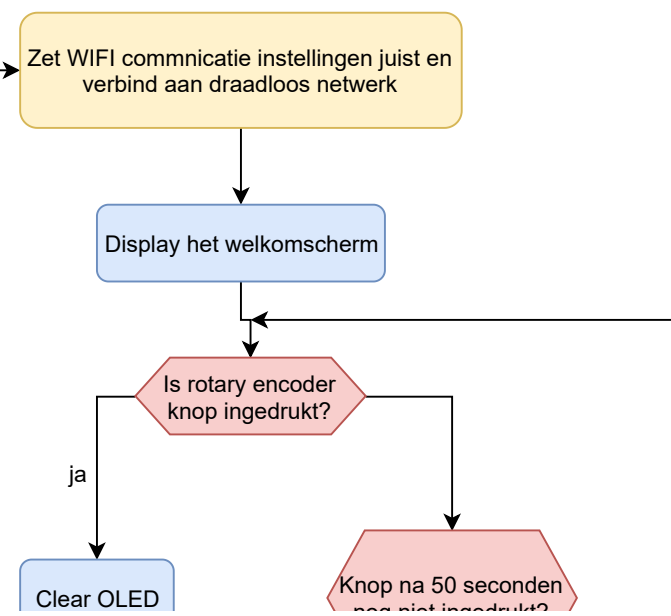
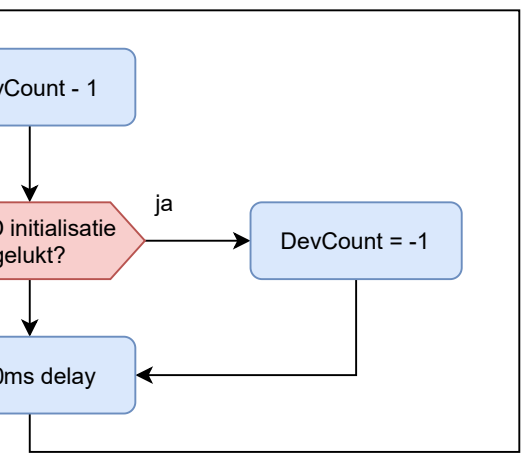


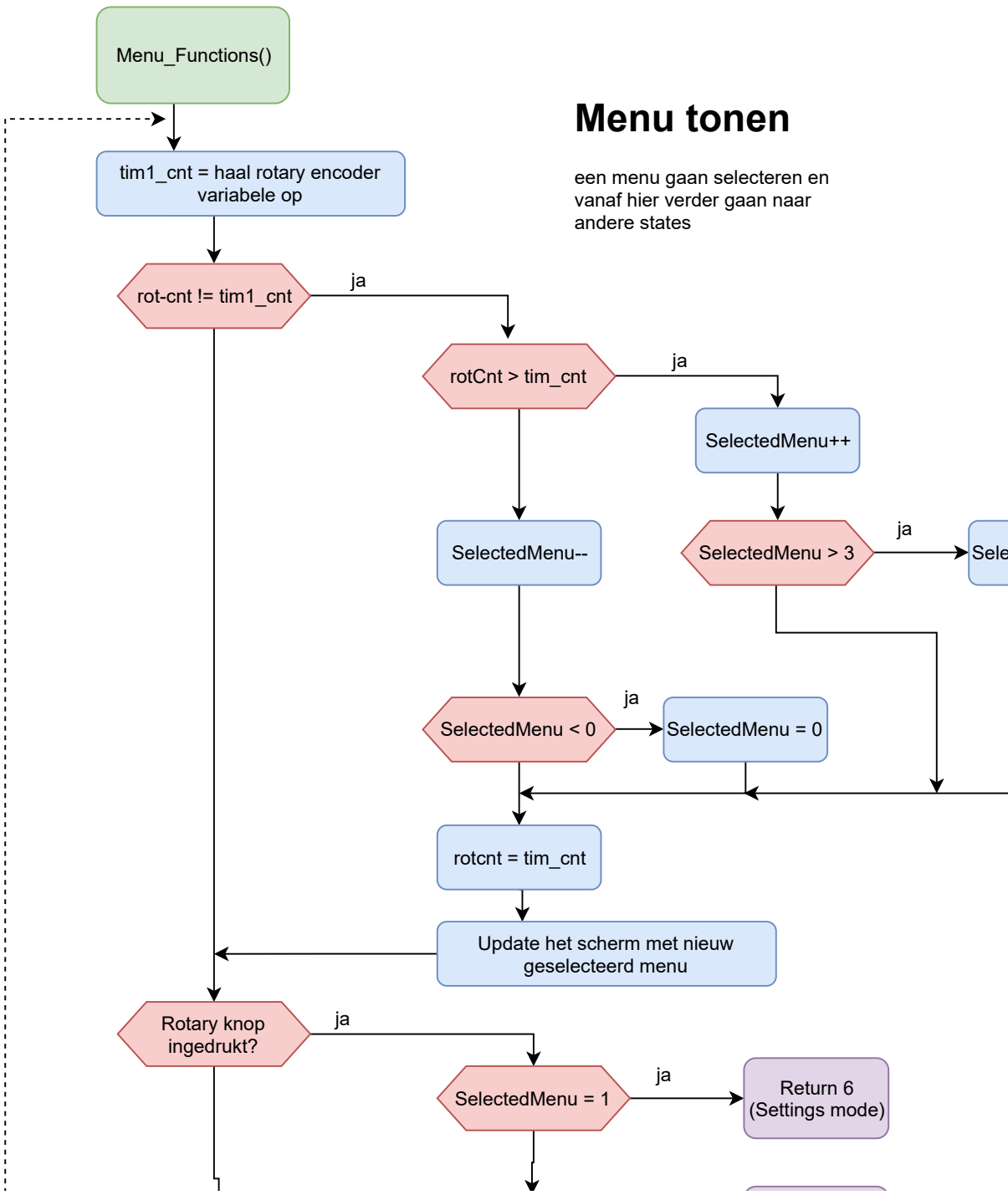
# StartUp

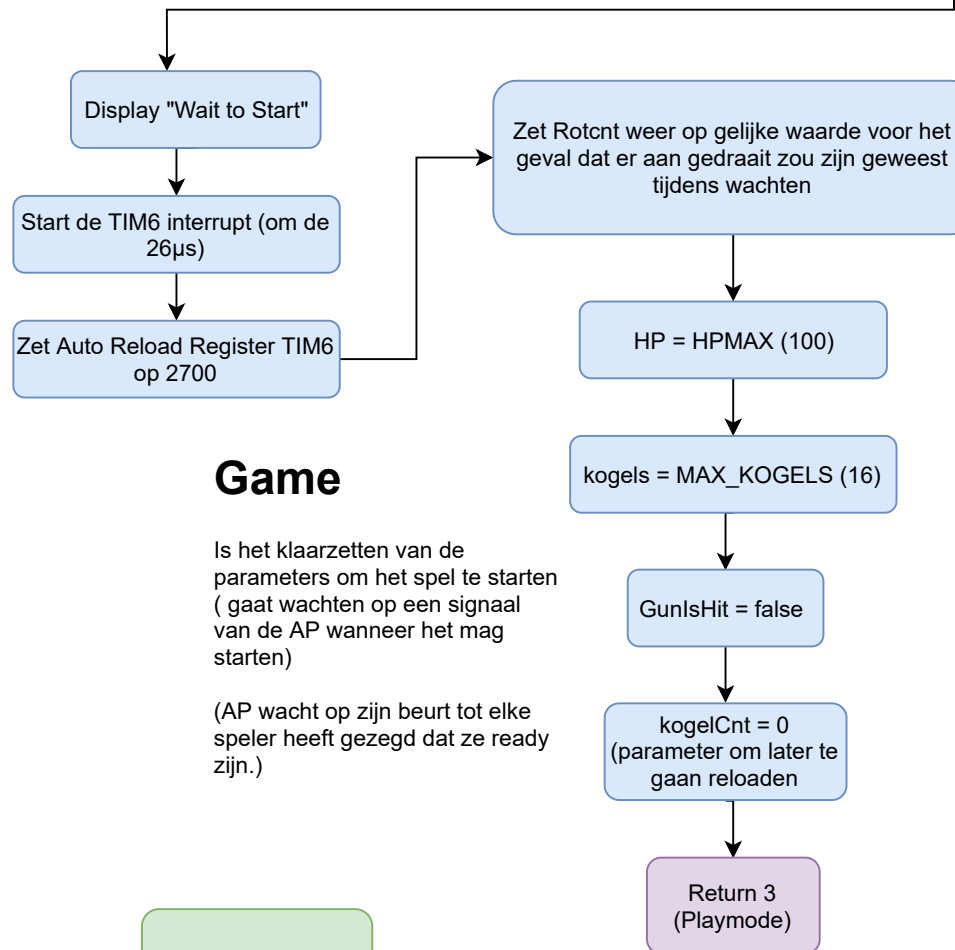
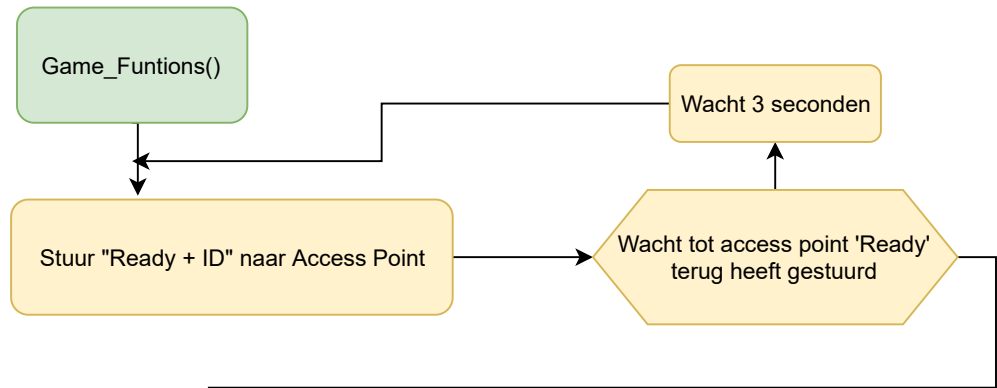
- oled klaarzetten
- rotary klaarzetten
- wifi instellen.



# Menu tonen

een menu gaan selecteren en vanaf hier verder gaan naar andere states

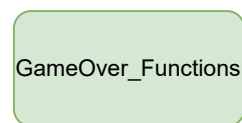




## Game

Is het klaarzetten van de parameters om het spel te starten (gaat wachten op een signaal van de AP wanneer het mag starten)

(AP wacht op zijn beurt tot elke speler heeft gezegd dat ze ready zijn.)



ectedMenu = 3

Play\_

Data ontvan  
ontv

Is rotary e  
ing

ja

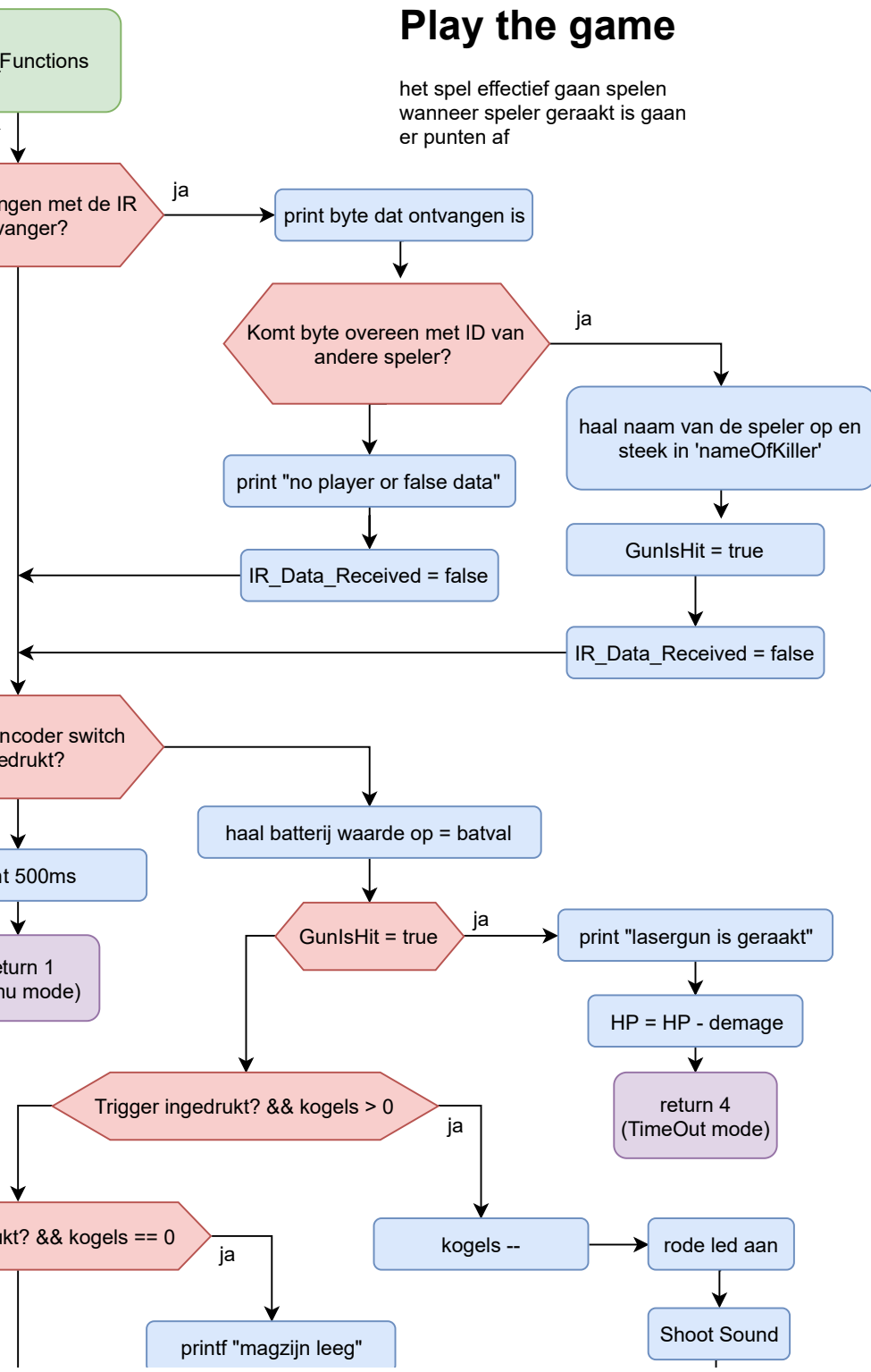
wach

re  
(mer

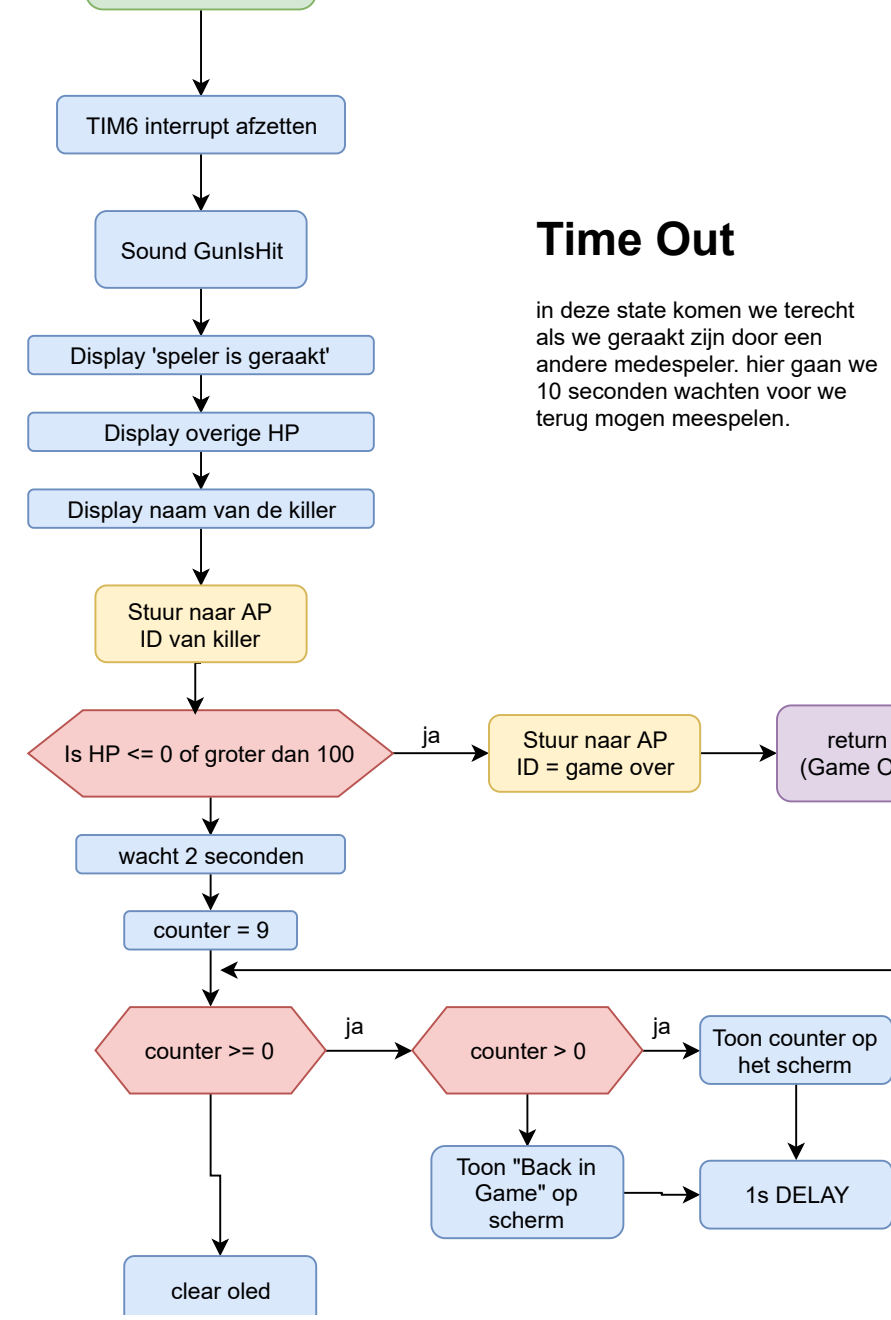
Trigger ingedru

# Play the game

het spel effectief gaan spelen  
wanneer speler geraakt is gaan  
er punten af



## Time Out Functions



## Time Out

in deze state komen we terecht  
als we geraakt zijn door een  
andere medespeler. hier gaan we  
10 seconden wachten voor we  
terug mogen meespelen.

Settongs Functions

## Settings menu

hier kunnen parameters zoals  
device ID en demage worden  
aangepast

haal variabele van rotary  
encoder op

Trigger ingedrukt &&  
selectedmenu = 1

rotary enc positief gedraaid

demage < 50

demage ++

rotary enc negatief gedraaid

demage > 1

demage --

Update scherm

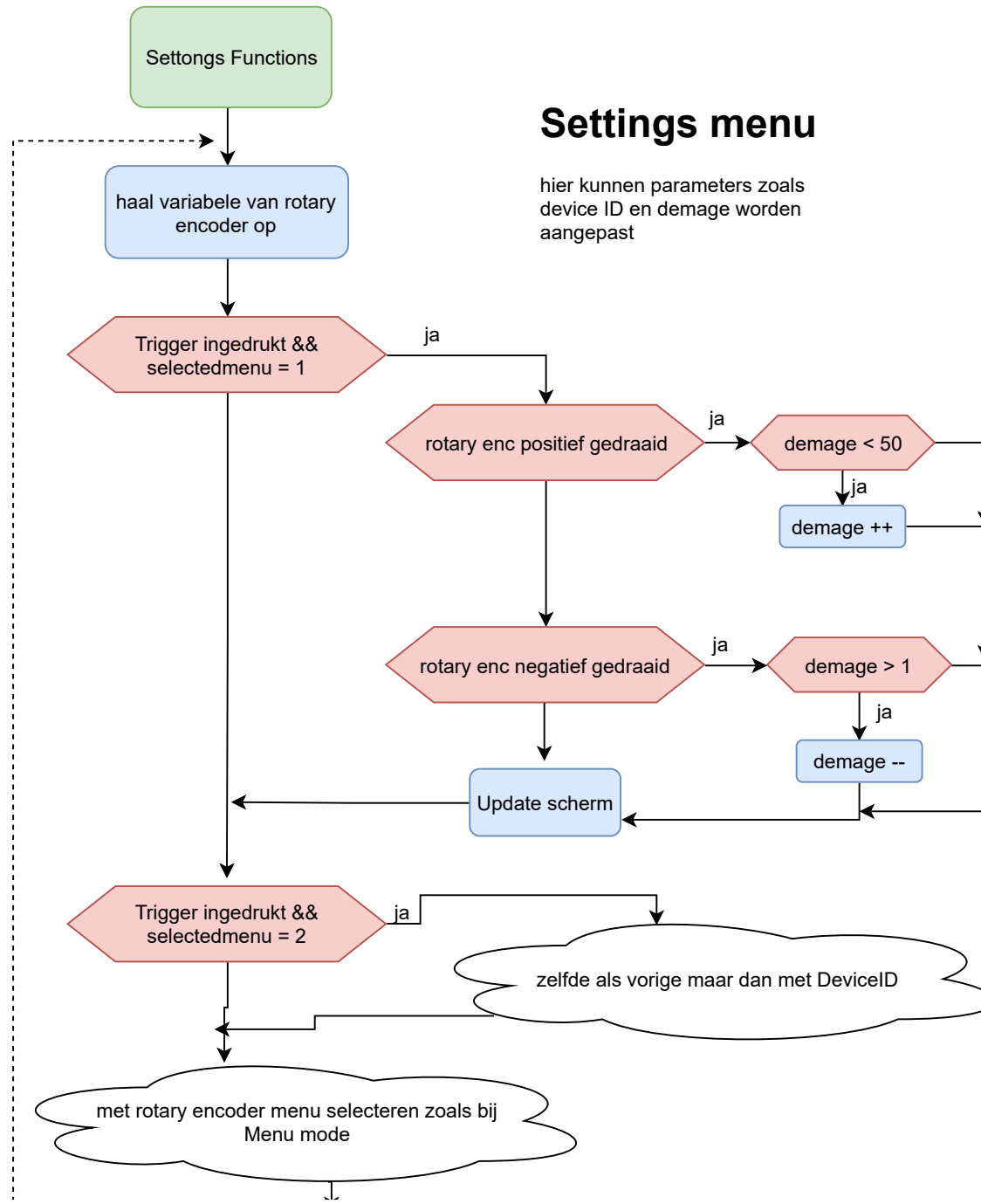
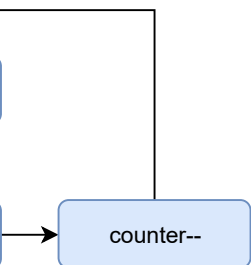
Trigger ingedrukt &&  
selectedmenu = 2

zelfde als vorige maar dan met DeviceID

met rotary encoder menu selecteren zoals bij  
Menu mode

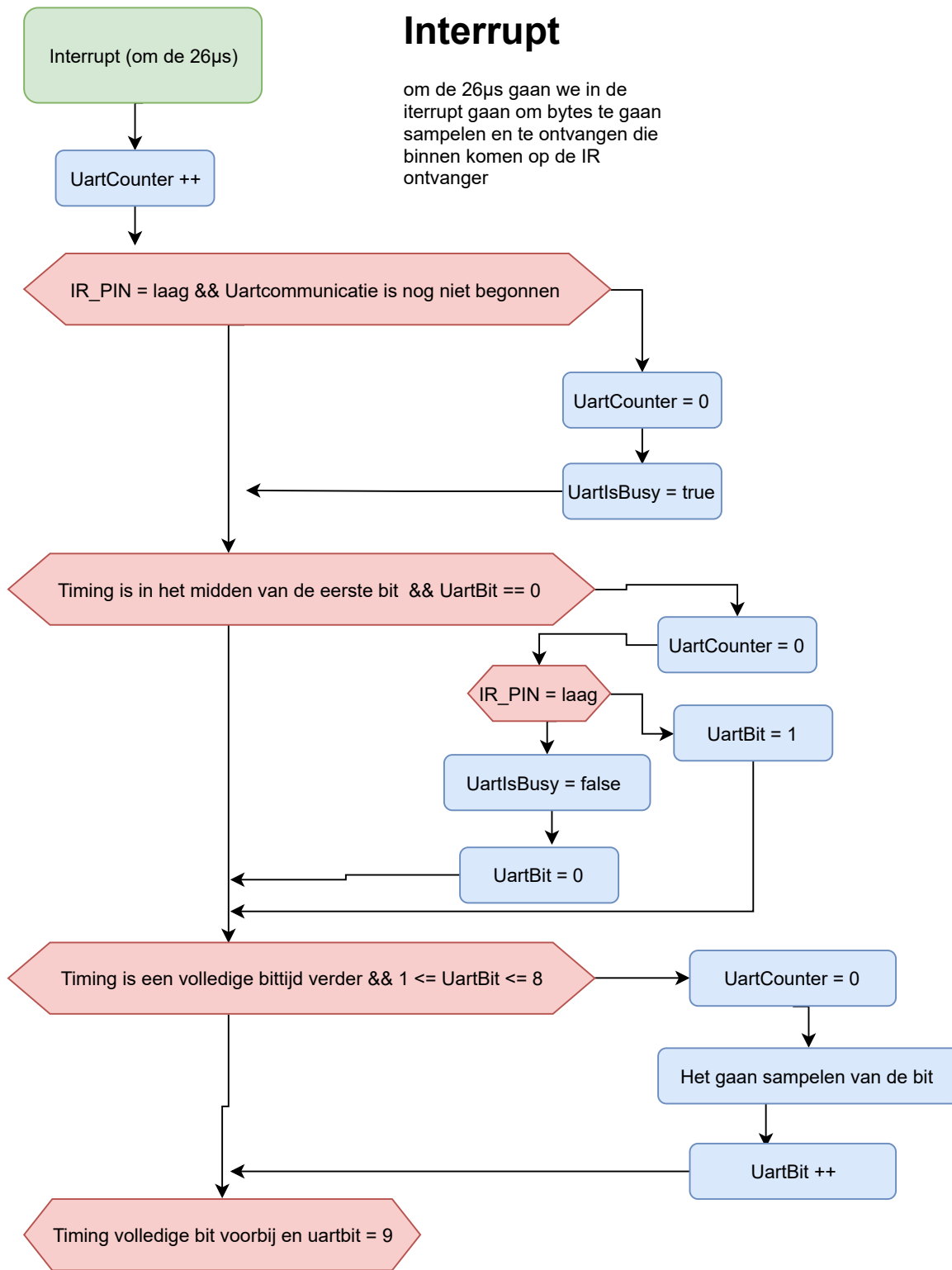
counter--

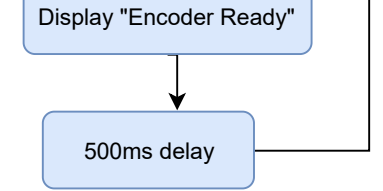
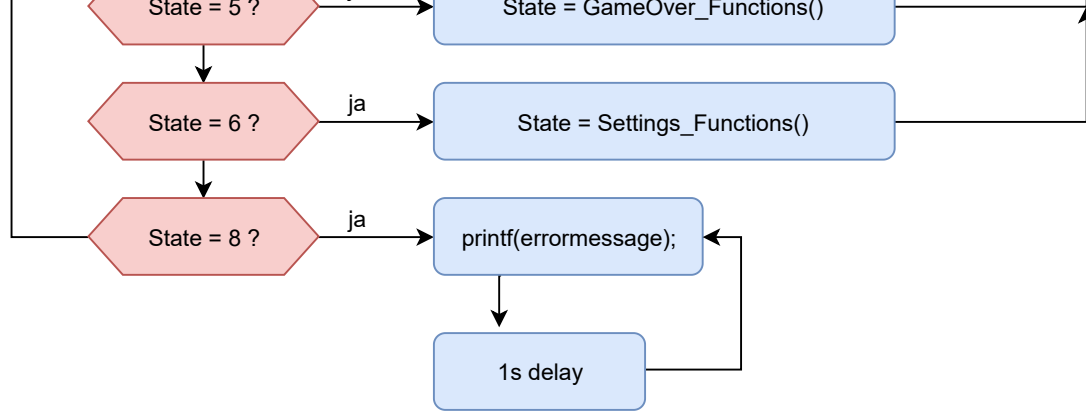
5  
over)

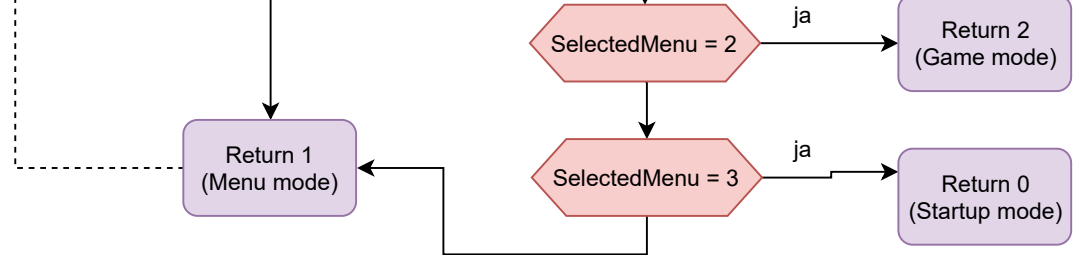


# Interrupt

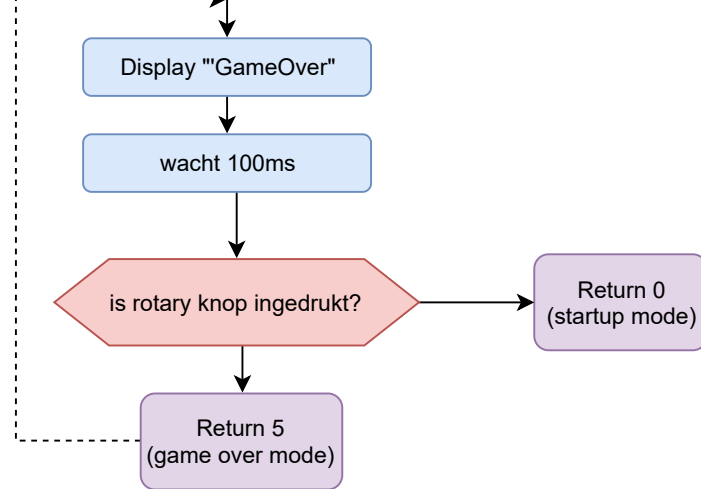
om de 26µs gaan we in de interrupt gaan om bytes te gaan sampelen en te ontvangen die binnen komen op de IR ontvanger







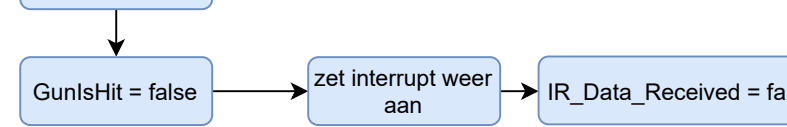
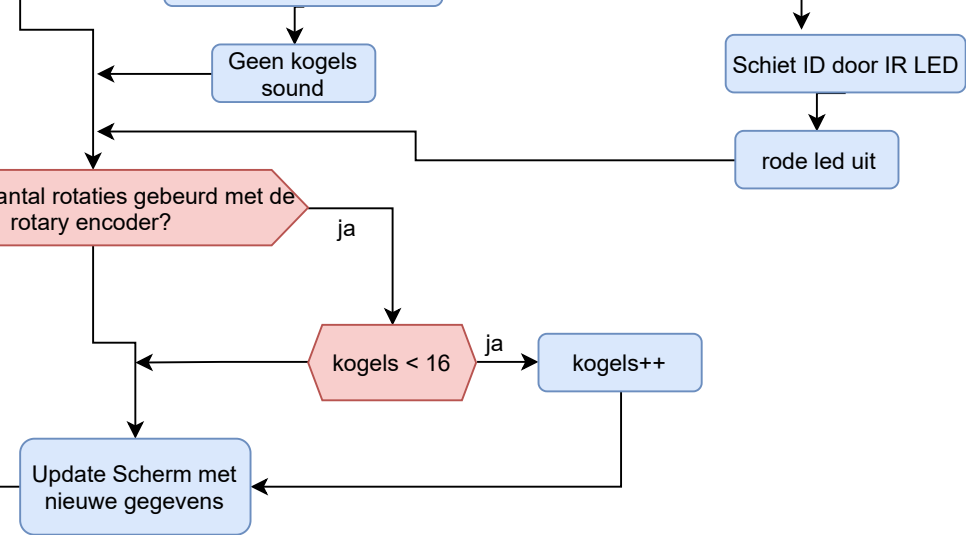




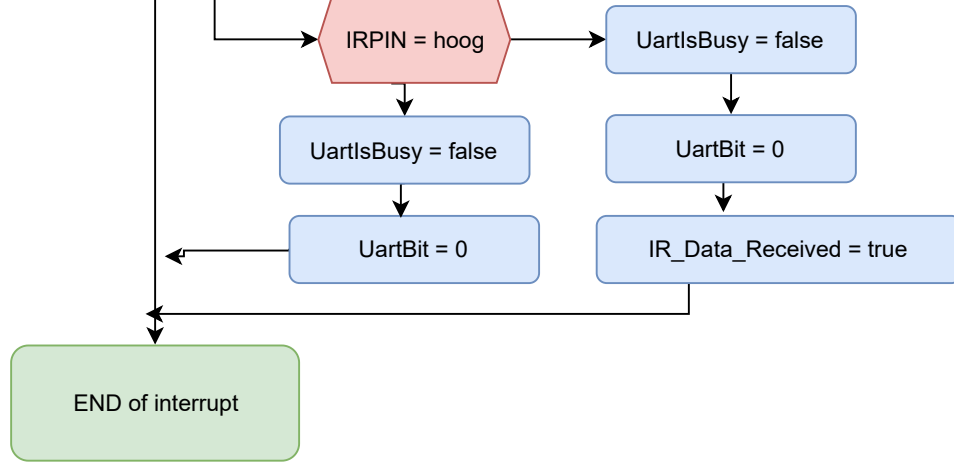
## Game Over

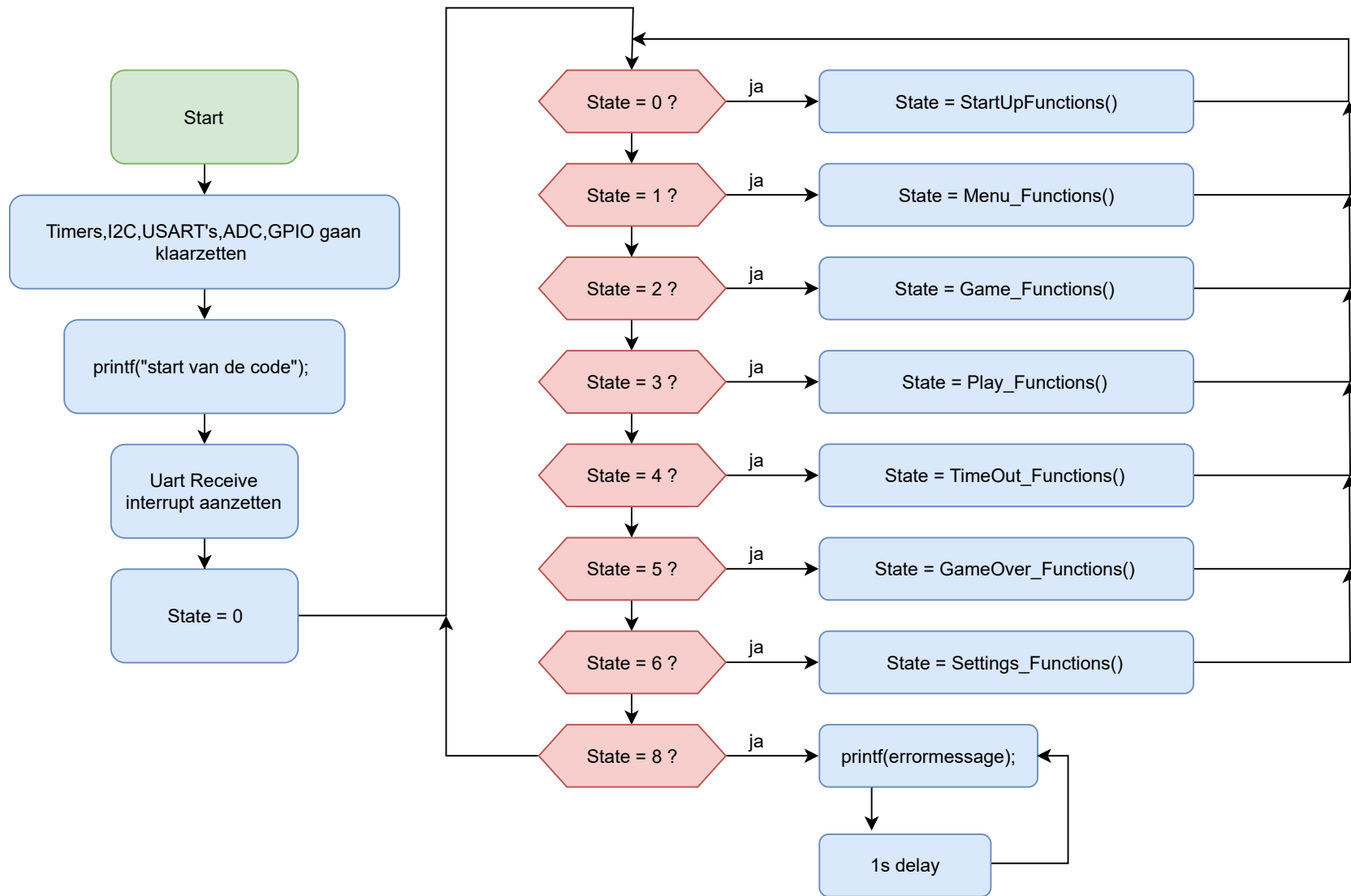
De state waar we inkomen als we in het spel dood zijn en geen punten meer hebben











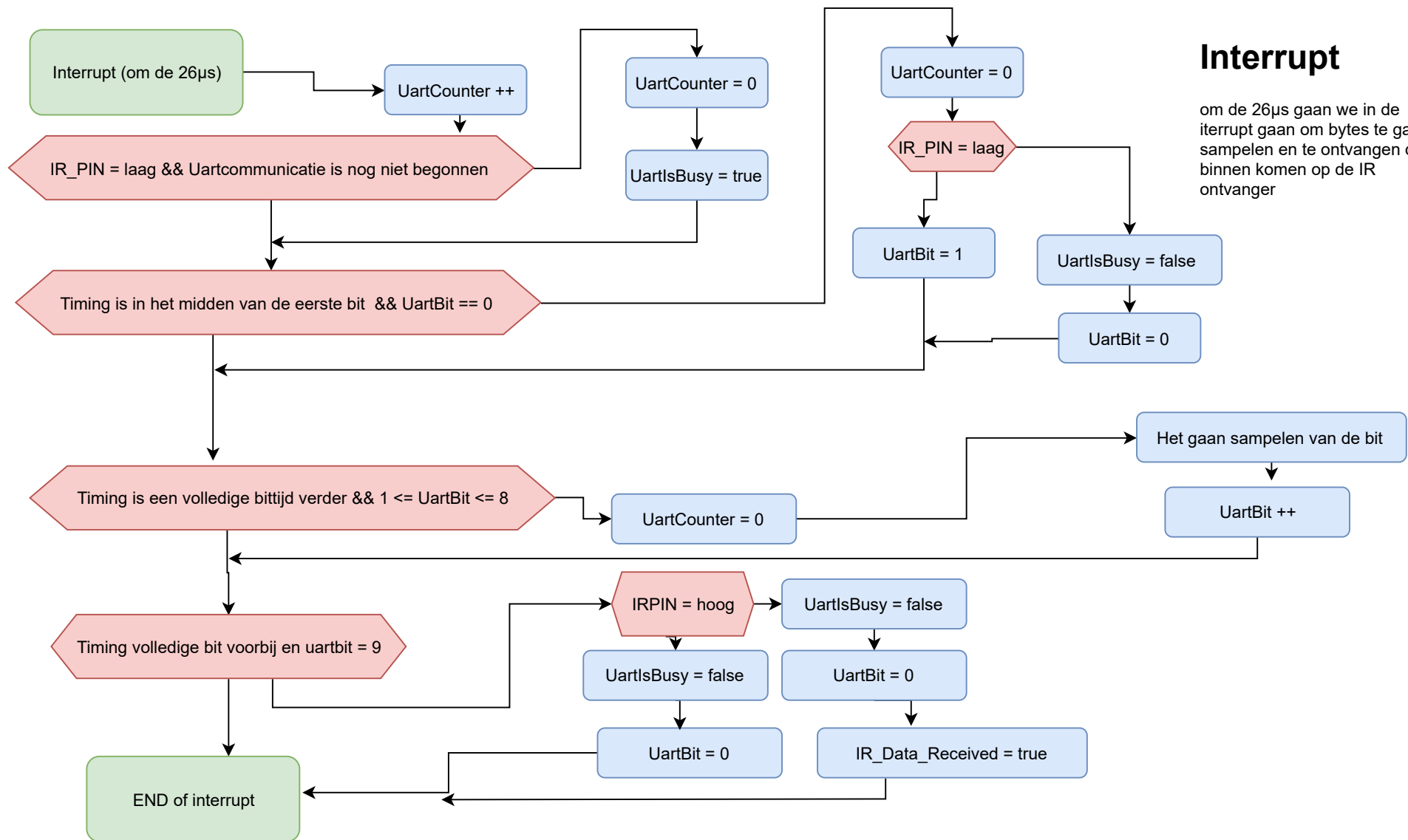












## Interrupt

om de 26µs gaan we in de interrupt gaan om bytes te gaan sampelen en te ontvangen die binnen komen op de IR ontvanger