Embodied N170

(Desk Study)

The embodied N170 project works via a game-flow state machine. On starting the application, the **GameControllerStateManager** will instantiate the first state, being **SessionStart**. From here, each state controls how it will then flow into the next (As show in the diagram below). Within the states following trial start, coroutines are used to manager state transitions, awaiting over frames for specific conditions before moving on to the next state.
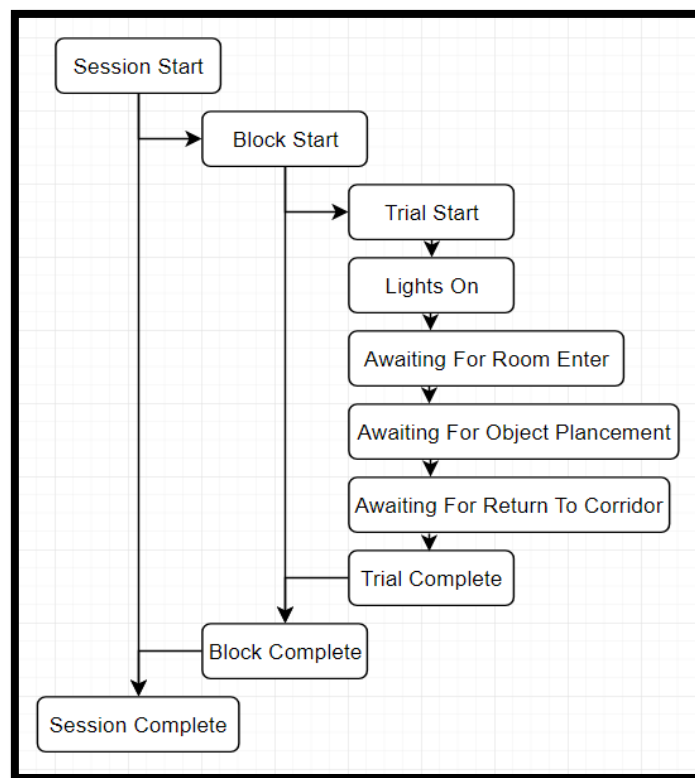

Figure 1: State Flow Diagram

If the need to altar any state or even add new ones arises, this can be done by creating a new child class of **State_Interface** and adding the new state to the **GameControllerStateManager** script. After which, from within one of the other states assign the new state to the **GameControllerStateManager's** public **CurrentState** property. This will call the **OnExitState** function for the old state, and the **OnStateEnter** function for the new state, following this each update the new states Update function will then be called.