<< interface >>

inputMessage( id ) / inputchannel.write( id );
sendMessage( m ) / messagepool.write( m ); messageFlag.set();

entry / display.showMessage( "game over", 'M');

[ else ] /
display.showMessage( 0, 'T');

[ else ] /
display.showMessage( 0, 'T');

[ remaininGameTime % 60 == 0 ]/
display.showMessage(remainingGameTime/60, 'T');

[ remainingtime > 0 ] /
remainingGameTime --;

[ remainingtime > 0 ] /
remainingGameTime --;

[ remaininGameTime % 60 == 0 ]/
display.showMessage(remainingGameTime/60, 'T');

[ else ]

secondClock

[ lives <= 0 ]

secondClock

[ else ]

[ else ]

messageFlag/
msg = messagepool.read()

[ isHitMessage ] /
**see on hitmessage**

[ else ]

**Alive**

[ else ]

**Hit**

[ else ]

delayTimer /
display.showMessage("Alive", 'M')
inputChannel.clear();

[ lives <= 0 ]

entry / display.showMessage( "game over", 'M');

bnID = ebutton ] /
display.showMessage( "out of ammo", 'M')

inputChannel /
bnID = inputChannel.read()

delayTimer /
bullets = playerpool.read().GetWeapon(
playerpool.read.getCurrentWeapon()).bullets
display.showMessage(bullets, 'A');
display.showMessage("Alive!, 'M');

[ bnID == fButton ] /
display.showMessage("reloading weapon, 'M');
delayTimer.set(playerpool.read().-
GetWeapon(playerpool.read().Get-
CurrentWeapon()).weaponReloadTime)

[ bnID == eButton && bullets > 0 ] /
speaker.shootSound();
transmitter.SendMessage(shootCommand);
delayTimer.set(computeShootDelay());
bullets --;
display.showMessage(bullets, 'A');

[ else ]

[ isHitMessage ] /
**see on hitmessage**

**Weapon reload**

[ messageFlag ]

[ else ]

OnHitMessage
[ ishitMessage ] /
speaker.hitsound();
display.showMessage("Hit", 'M');
auto damage = computeHit(msg);
auto lives = player.getHealth();
auto damage = computeHit(msg);
auto lives = player.getHealth() - damage;
if(lives < 0 ){
player.sethealth(0);
display.showMessage(player.getHealth(), 'H');
}else{
(player.sethealth(lives);
addHit(getEnemyID(msg), damage, remainingGameTime);
display.showMessage(player.GetHealth(), 'H');
delayTimer.set(computeDeathDelay(msg));
display.showMessage("Hit",'M')

secondClock

[ else ]

[ remaininGameTime % 60 == 0 ]/
display.showMessage(remainingGameTime/60, 'T');

[ remainingtime > 0 ] /
remainingGameTime --;

[ isHitMessage ] /
**see on hitmessage**

[ lives <= 0 ]

**Weapon
cooldown**

[ messageFlag ]

[ else ]

secondClock

[ else ]

[ else ] /
display.showMessage( 0, 'T');

entry / display.showMessage( "game over", 'M');

[ else ] /
display.showMessage( 0, 'T');

[ remainingtime > 0 ] /
remainingGameTime --;

[ remaininGameTime % 60 == 0 ]/
display.showMessage(remainingGameTime/60, 'T');