

ShowingGameScreen

NOTES:

Initial substates (marked by open circles) are default states -- upon entering a state, if an initial substate is specified, control moves there immediately.

Transient states (dashed border) fire immediately, or on a timer, to another state.

Tank responds to touch events (red circles) on its own (no sending events to the statechart).

ShowingLevel

ShowingBackground

ShowingStockbar

WaitingForTouches

CreatingDeflector

create\_deflector  
(allowed; length > MIN)

DeletingDeflector

delete\_deflector  
(length < MIN)

Deflector

move deflector

resize\_deflector (size changed)

ResizingDeflector

Tank

move tank

rotate tower

keep\_playing\_level (lives > 0)

BulletMoving

EstablishingTrajectory

OnTrajectory

collide\_with\_edge (edge proximal)

collide\_with\_obstacle (obstacle proximal)

change\_trajectory  
(deflection changed)

collide\_with\_deflector (deflector proximal)

collide\_with\_goal (goal proximal)

Collision

CollisionWithObject

CollisionWithEdge

CollisionWithObstacle

CollisionWithDeflector

CollisionWithGoal

reset\_level (lives=0)

(timer)

ShowingLevelAccomplished

show\_level\_accomplished (goal hit)

Fire, Help, Levels, and Settings  
buttons (green dots) fire actions  
to the statechart.

show\_help

show\_levels

show\_settings

ShowingHelpPopup

ShowingLevelsPopup

ShowingSettingsPopup

exit