

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.

fire

show_help

show_levels

show_settings

ShowingHelpPopup

ShowingLevelsPopup

ShowingSettingsPopup

exit