

Enemy Generator State Machine

Tinh La | June 4, 2019

```

Period: 50 ms
#define total_en 15
#define b1 ((~PINA) & 0x20)
#define and &&
#define or ||
#define player_limits 16
unsch player;
unsch en_move_count, enMoveMult = 5;
unsch ITime, mTime = 0;
unssh sTime, gTime = 0;
unsch spawnTopLimit = 0;
unsch spawnBottomLimit = 0;
    
```

Assumptions:
 1) Anywhere with en[i] is inside a for loop
 2) All functions ae declared and defined in code

/ ITime = 0; en_move_count = 8;

en_spawn

en_refresh

en_nothing

en_move

en_dead

