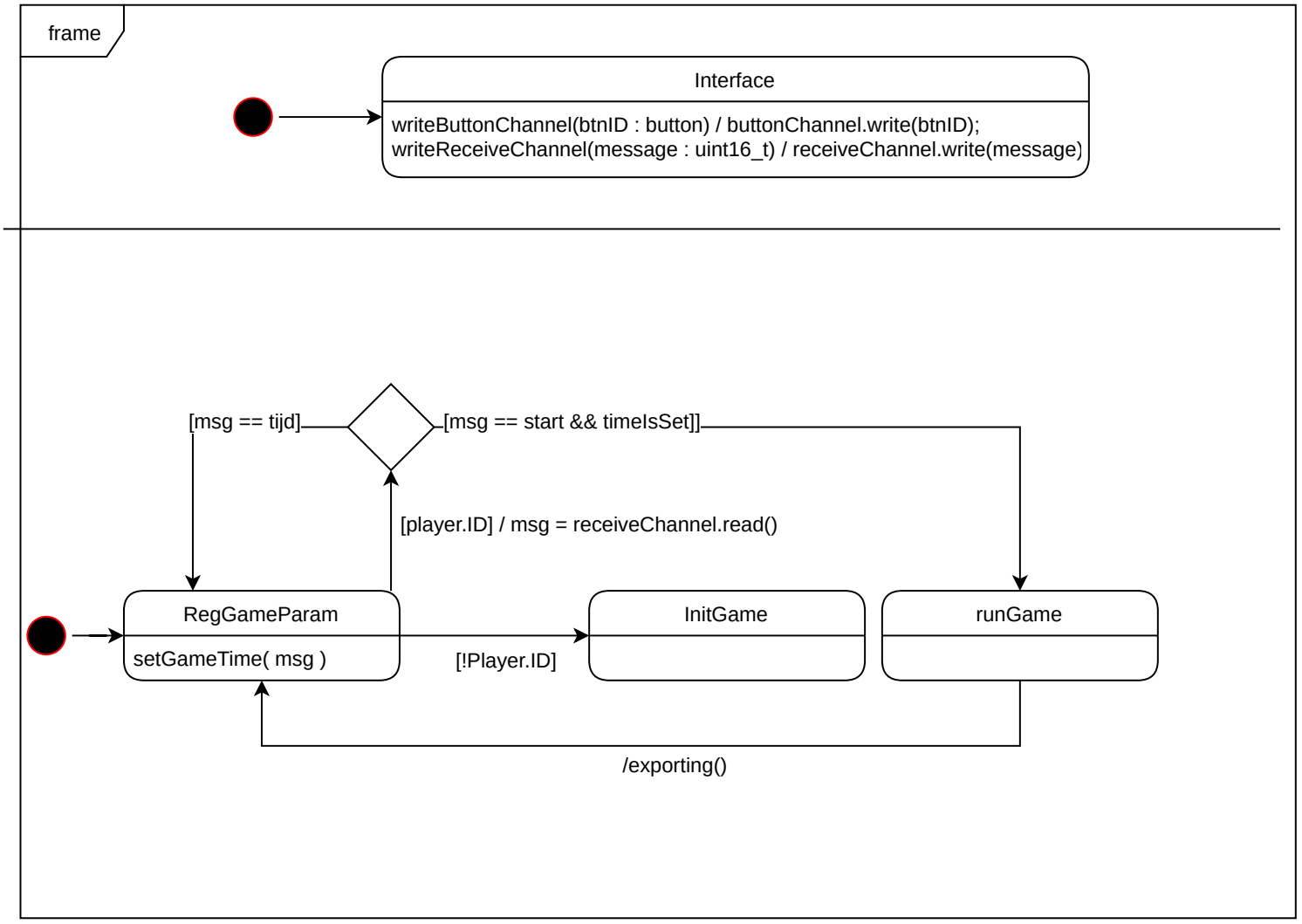
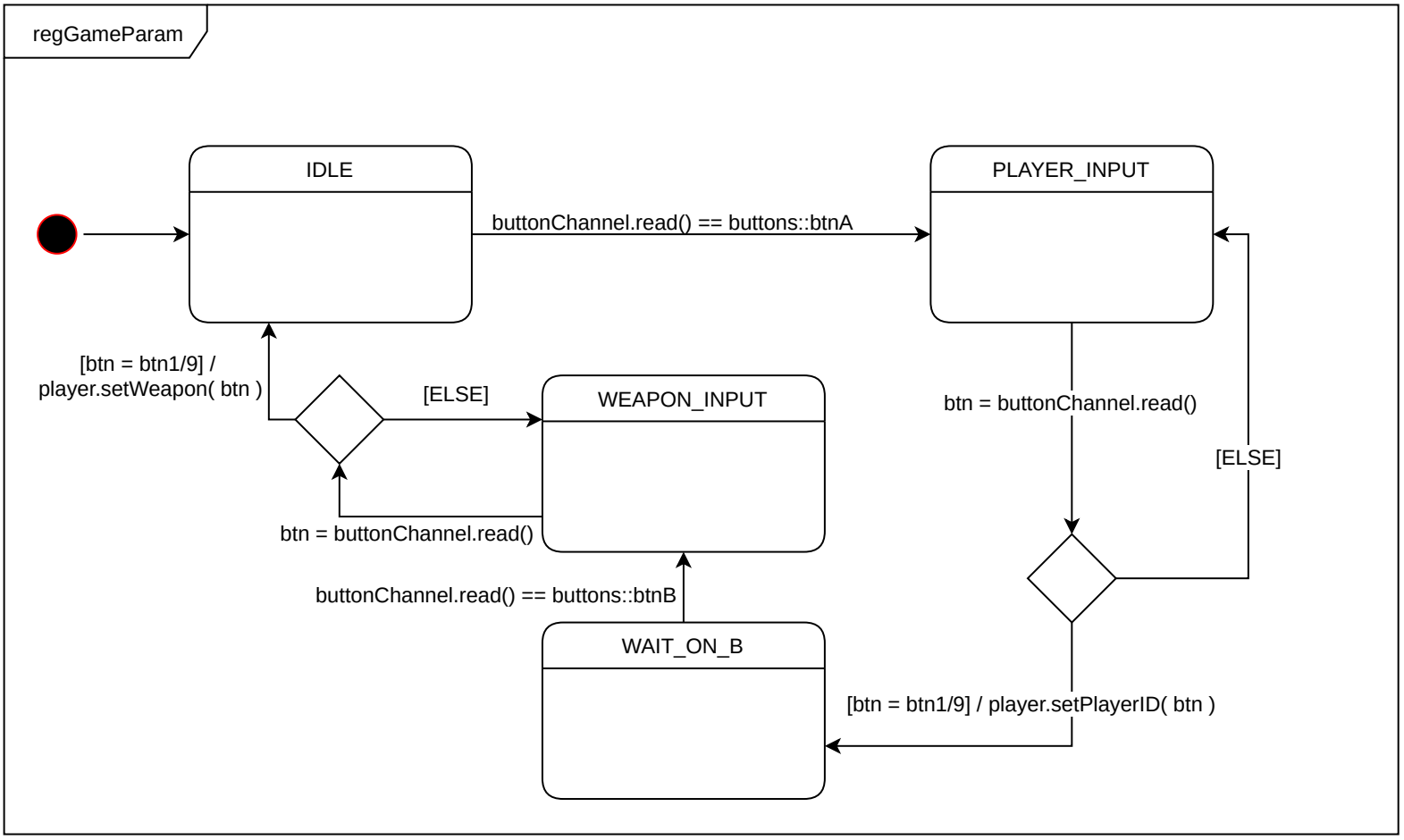
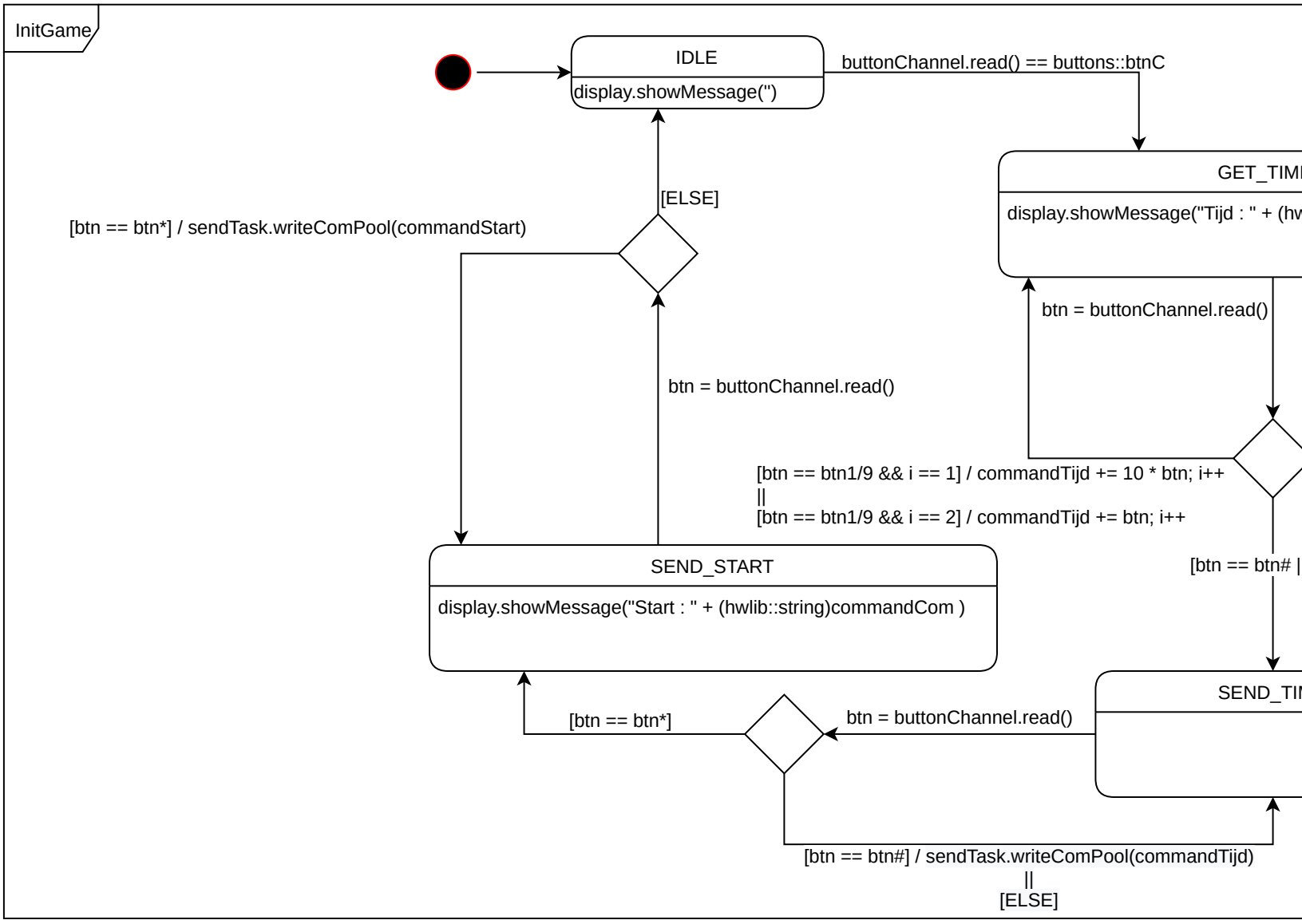
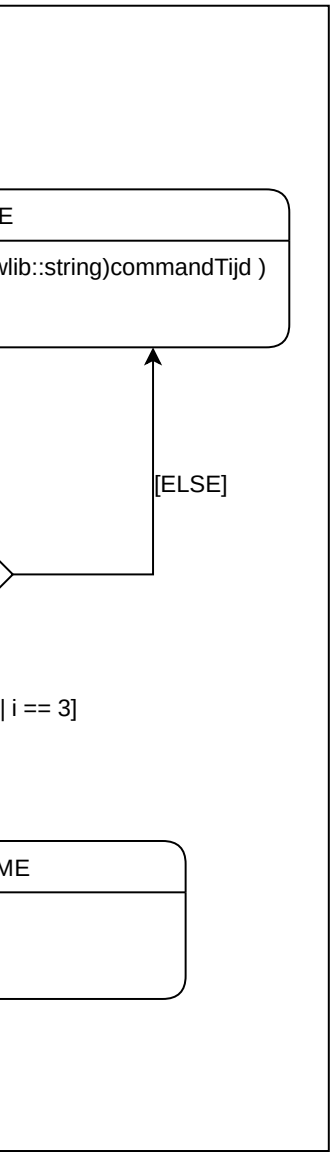
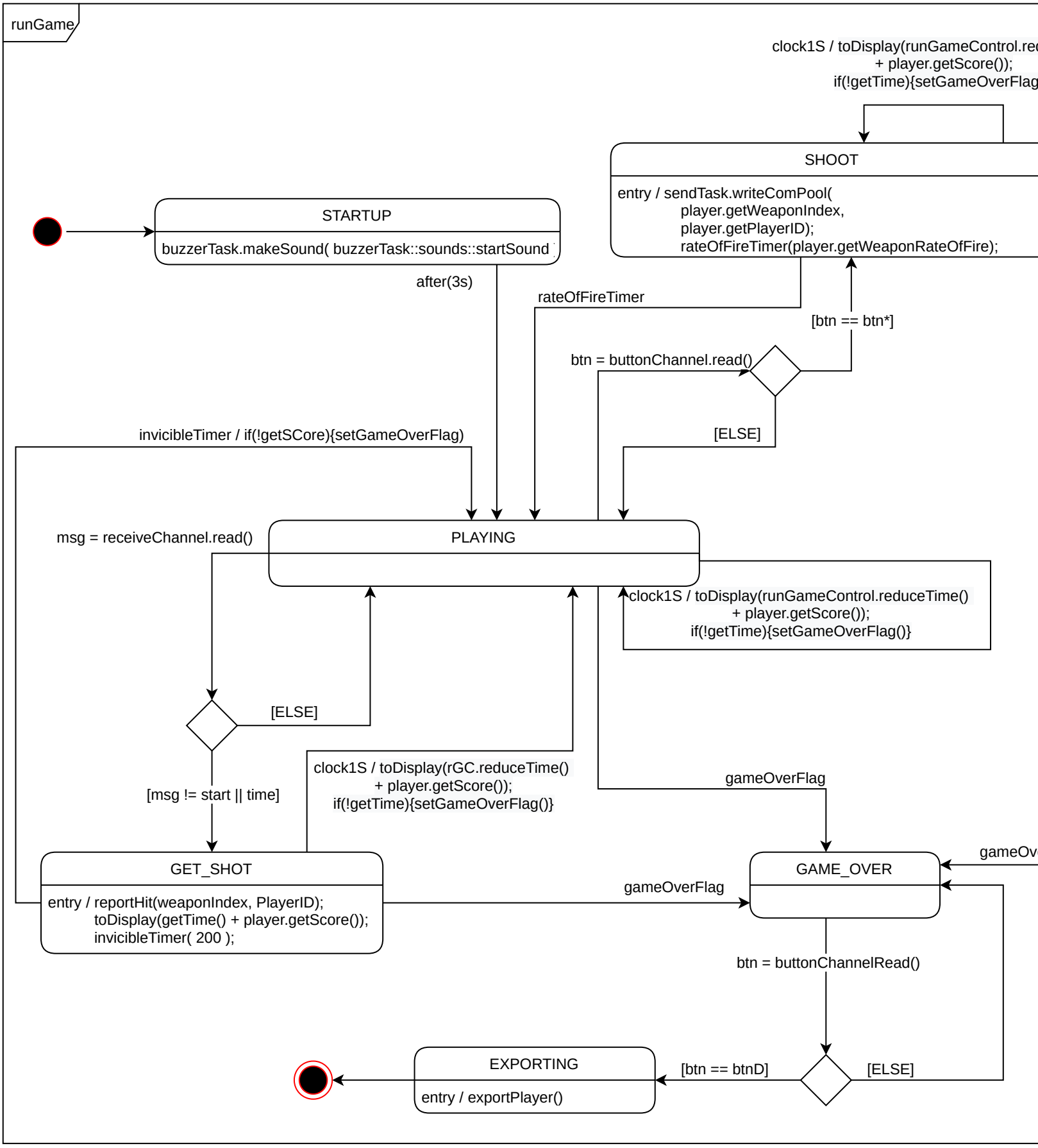
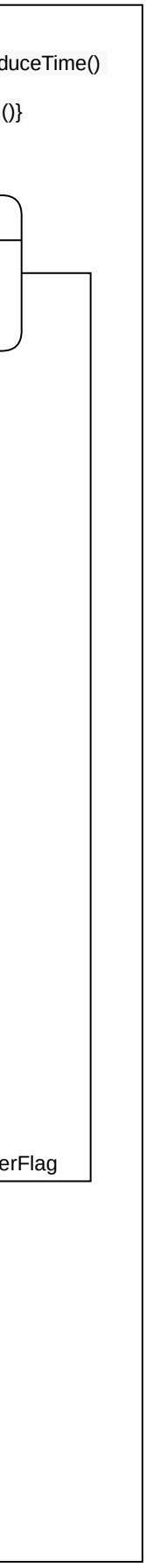

frame
Interface
writeButtonChannel(btnID : button) / buttonChannel.write(btnID);
writeReceiveChannel(message : uint16_t) / receiveChannel.write(message)
[msg == tijd]
[msg == start && timeIsSet]]
[player.ID] / msg = receiveChannel.read()
RegGameParam
setGameTime(msg)
[!Player.ID]
InitGame
runGame
/exporting()


regGameParam
IDLE
PLAYER_INPUT
buttonChannel.read() == buttons::btnA
[btn = btn1/9] /
player.setWeapon(btn)
[ELSE]
WEAPON_INPUT
btn = buttonChannel.read()
[ELSE]
btn = buttonChannel.read()
buttonChannel.read() == buttons::btnB
WAIT_ON_B
[btn = btn1/9] / player.setPlayerID(btn)


InitGame
IDLE
display.showMessage('')
buttonChannel.read() == buttons::btnC
GET_TIM
display.showMessage("Tijd : " + (hw
[ELSE]
[btn == btn*] / sendTask.writeComPool(commandStart)
btn = buttonChannel.read()
btn = buttonChannel.read()
[btn == btn1/9 && i == 1] / commandTijd += 10 * btn; i++
||
[btn == btn1/9 && i == 2] / commandTijd += btn; i++
[btn == btn# |
SEND_START
display.showMessage("Start : " + (hwlib::string)commandCom)
SEND_TI
[btn == btn*]
btn = buttonChannel.read()
[btn == btn#] / sendTask.writeComPool(commandTijd)
||
[ELSE]


E
wlib::string)commandTijd)
[ELSE]
| i == 3]
ME


runGame
clock1S / toDisplay(runGameControl.re
+ player.getScore());
if(!getTime){setGameOverFlag
SHOOT
entry / sendTask.writeComPool(
player.getWeaponIndex,
player.getPlayerID);
rateOfFireTimer(player.getWeaponRateOfFire);
STARTUP
buzzerTask.makeSound(buzzerTask::sounds::startSound
after(3s)
rateOfFireTimer
[btn == btn*]
btn = buttonChannel.read()
[ELSE]
invicibleTimer / if(!getSCore){setGameOverFlag)
msg = receiveChannel.read()
PLAYING
clock1S / toDisplay(runGameControl.reduceTime()
+ player.getScore());
if(!getTime){setGameOverFlag()}
[ELSE]
[msg != start || time]
clock1S / toDisplay(rGC.reduceTime()
+ player.getScore());
if(!getTime){setGameOverFlag()}
gameOverFlag
GET_SHOT
entry / reportHit(weaponIndex, PlayerID);
toDisplay(getTime() + player.getScore());
invicibleTimer(200);
gameOverFlag
GAME_OVER
gameOv
btn = buttonChannelRead()
EXPORTING
entry / exportPlayer()
[btn == btnD]
[ELSE]


duceTime()
()}
erFlag