SW[0]=1 //clears machine

```
              SW[0]=1'b0 //idle machine
    A=000  ─────────────────────────────►  A=001
    Base     KEY[1]=1'b0 //reset button     Ready
    State                                   State
```

A=000
Base State

A=001
Ready State

A=011
Reaction Start

A=010
Random Wait

KEY[0]=1'b0 //stop button

downCount_Complete=0
KEY[0]=1'b0 //start button

downCount_Complete=1

A=000	A=001	A=010	A=011
+displayState=0 +counter_Enable=0 +downCounter_Enable=0 +downCount_Boolean=0 +highScore=0	+displayState=1 +counter_Enable=0 +downCounter_Enable=0	+displayState=0 +downCounter_Enable=1'b1 +CLEAR[0]=1'b1	+displayState=0 +CLEAR[0]=1'b0 +counter_Enable=1 +downCount_Boolean=0 +downCounter_Enable=0