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/*****

Header file for template Flat State Machine
based on the Gen2 Events and Services Framework

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#ifndef FSMStrategy_H
#define FSMStrategy_H

// Event Definitions
#include "ES_Configure.h"
#include "ES_Types.h"

// typedefs for the states
// State definitions for use with the query function
typedef enum { Waiting4GameStart, GatheringIntel, Evaluating_Strategy, Moving2ShootingPosition,
              Reloading, LeavingShade, ShootingTarget, GameOver
              } StrategyState_t ;

typedef struct
{
    char x;
    unsigned char y;
} Coordinates;

// Public Function Prototypes

boolean InitStrategyFSM ( uint8_t Priority );
boolean PostStrategyFSM( ES_Event ThisEvent );
ES_Event RunStrategyFSM( ES_Event ThisEvent );
StrategyState_t QueryStrategyFSM ( void );

unsigned char GetDesiredX( void );
unsigned char GetDesiredY( void );
unsigned char QueryEnemy( void );

// #defines
#define ACTIVELED_DIR BIT6HI
#define ACTIVELED_PORT PTU_PTU6

#define SIDELED_DIR BIT7HI
#define SIDELED_PORT PTU_PTU7

#endif /* FSMStrategy_H */

```