```c
/***************************************************************************

   Header file for FAC functions on the E128

 ***************************************************************************/
#ifndef FAC_FSM_H
#define FAC_FSM_H

//#include headers
#include "ES_Configure.h"
#include "ES_Framework.h"
#include "ES_Types.h"
#include <stdio.h>
#include <stdlib.h>
#include <mc9s12e128.h>
#include <S12e128bits.h>
#include <Bin_Const.h>
#include <termio.h>

#include "E128_SPI.h"

//typedefs for the states
//State definitions for use with the query function
typedef enum { WaitingForUpdate, PausingbtXfer, XferingByte1, XferingByte2, XferingByte3,
XferingByte4, XferingByte5 } FACState_t ;

//Declare Public Function Prototypes
boolean InitFAC_FSM ( uint8_t Priority );
boolean PostFAC_FSM( ES_Event ThisEvent );
ES_Event RunFAC_FSM( ES_Event ThisEvent );

unsigned char QueryX(unsigned char ShipNum);
unsigned char QueryY(unsigned char ShipNum);
unsigned char QueryTheta(unsigned char ShipNum);
unsigned char QueryGameState(void);
unsigned char QueryColor(void);
unsigned char DetermineEnemy(void);
unsigned char DetermineShip2Target(unsigned char SelfColor_);
void GameStartIntel(void);


//#defines
#define HI                  1
#define LO                  0
#define SelfNum             16
#define RED                 0
#define BLUE                1
#define STOPPED             0x00
#define REDPOWER_REPAIR     BIT7HI
#define BLUEPOWER_REPAIR    BIT6HI
#define INPLAY              0x0A
#define RED_WON             0x0B
#define BLUE_WON            0x0C

#endif /* FAC_FSM_H */
```