```cpp
// include the library code:
#include <LiquidCrystal.h>
#include "OneMsTaskTimer.h"

//initialize buzzer
const int buzzer = P5_2;

// initialize the library with the numbers of the interface pins
LiquidCrystal lcd(P6_7, P2_3, P2_6, P2_4, P5_6, P6_6);

enum PlayerActionsStates {PlayActionInit, GameStart, WaitingForAction, MoveForward,
MoveBack, Jump};
PlayerActionsStates playerActionState;

enum ScreenStates {screenInit, DrawScreen, GameOver, Restart};
ScreenStates screenState;

//struct for heroPos and obstacle
typedef struct xy_struct{
  int x;
  int y;
} XY;

int obstaclePosition = 16;
XY heroPos;

void setupArcadeGame() {
    Serial.begin(9600);

  // set up the LCD's number of columns and rows:
  lcd.begin(16, 2);
  //title screen and countdown for initial game start
  delay(500);
  lcd.setCursor(0, 0);
  lcd.print("   Hero Runner  ");
  lcd.setCursor(0, 1);
  lcd.print("                ");
  delay(1000);
  lcd.setCursor(0, 0);
  lcd.print("       3        ");
  lcd.setCursor(0, 1);
  lcd.print("                ");
  tone(buzzer, 2000, 100);
  delay(1000);
```

```
  lcd.setCursor(0, 0);
  lcd.print("      2      ");
  lcd.setCursor(0, 1);
  lcd.print("             ");
  tone(buzzer, 1500, 100);
  delay(1000);
  lcd.setCursor(0, 0);
  lcd.print("      1      ");
  lcd.setCursor(0, 1);
  lcd.print("             ");
   tone(buzzer, 1000, 100);
  delay(1000);
  clearScreen();

}


void loopArcadeGame() {
  delay(10);
}
```