```c
/*
 * ticTacToeControl.h
 *
 *  Created on: Jun 2, 2015
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 */

#ifndef TICTACTOECONTROL_H_
#define TICTACTOECONTROL_H_

#include "ticTacToeDisplay.h"
#include "minimax.h"
#include <stdint.h>
#include <stdio.h>


//How many ticks we need to wait for the touch screen AD converter to cool down
#define TICTACTOECONTROL_TOUCH_COOLDOWN 1
#define TICTACTOECONTROL_PLAYER_TIMEOUT 20
#define TICTACTOECONTROL_STATUS_TEXT_SIZE 4
#define TICTACTOECONTROL_STATUS_TEXT_X 20
#define TICTACTOECONTROL_STATUS_TEXT_Y 100
#define TICTACTOECONTROL_CENTER 1

enum ticTacToeControl_state_t {
    init_state,                     //boots up the game
    choose_players,                 //waiting to choose players
    choose_players_chosen,          //Wait for them to lift their finger
    CPU_turn,                       //X's turn
    player_turn,                    //O's turn
    player_touch_wait_state,        //waiting for O's touch to cool off
    game_over,                      //display who wins
    end_game                        //wait for new game
};


//Ticks the current state of ticTacToe and returns the next state
void ticTacToeControl_tick();

//Starts the game
void ticTacToeControl_init();

//Displays a string to the screen- user notification and endgame results
void ticTacToeControl_print_status(const char str[]);



#endif /* TICTACTOECONTROL_H_ */
```