State diagram for a bowling game

State transiton table						
Input/Current State	BALL_1	BALL_2	STRIKE_1	STRIKES_X2	STRIKE_2	SPARE_1
ball1 < 10	BALL_2	-	STRIKE_2	STRIKE_2	-	BALL_2
ball1 = 10	STRIKE_1	-	STRIKES_X2	STRIKES_X2	-	STRIKE_1
ball1 + ball2 < 10	-	BALL_1	-	-	BALL_1	-
ball1 + ball2 = 10	-	SPARE_1	-	-	SPARE_1	-