Button1 = start_game
Button2 = player

State diagram:
- START → Running (Button1)
- Running → END (Button2 or time or MAX_POINTS)
- END → START (Button1)

STATE NOW	TRANSITIONS	ACTIONS	STATE FUTURE	
START	BUTTON1=0	Rand between 1 and 8, show in display BDC. Switch the leds with speed	RUNNING	
RUNNING	BUTTON2=0 AND min<time<max OR MAX_POINTS	Reset counter show cause of end game If MAX_POINTS = Blink ALL LED together. If time Blink only the led should be pulled in time.	END	
END	BUTTON1=0		START	

Right side diagram labels:
- game_start — Game enable
- Goal number — Goal number
- speed
- Max pnts
- hit — Hit detection
- Hit success
- Score win — points
- Current number
- Current number
- Goal number
- display — 7 segments — leds