

10K

220

5V

 5V

**Pi**

**Prop**

13

 P5

11

P4

7

 P2

GND

Vss

3

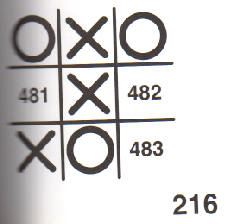
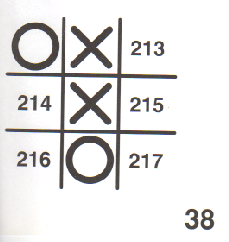
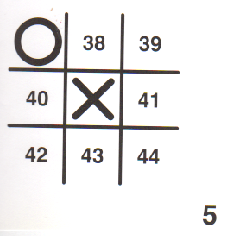
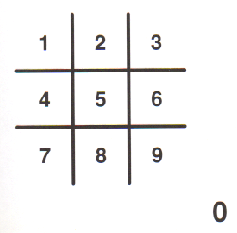
 P1

5

 P0

**Pi**

**Prop**



**SPLASH**

setButtonColor(2)

drawImage(TIC\_T)

Tsplash

**Tic\_TI**

drawImage(TIC\_TI)

Tsplash

**Tic\_TIC**

drawImage(TIC\_TIC)

Tword

**WipeH\_2**

andNotImageBuffer(H0)

orImageBuffer(H1,3)

Twipe

DN

WipeH\_3 … WipeH\_8

**WipeH\_HOLD**

drawImage(SOLID\_0)

Twipe

**PICKS**

Thold

DN

**PICKS**

DN

**PICKS**

DN

**PICKS**

DN

**PICKS**

**Tac\_T**

drawImage(TAC\_T)

Tsplash

**Tac\_TA**

drawImage(TAC\_TA)

Tsplash

**Tac\_TAC**

drawImage(TAC\_TAC)

Tword

**WipeV\_2**

andNotImageBuffer(V0)

orImageBuffer(V1,3)

Twipe

DN

WipeV\_3 … WipeV\_8

**WipeV\_HOLD**

drawImage(SOLID\_0)

Twipe

**PICKS**

Thold

DN

**PICKS**

DN

**PICKS**

DN

**PICKS**

DN

**PICKS**

**Toe\_T**

drawImage(TOE\_T)

Tsplash

**Toe\_TO**

drawImage(TOE\_TO)

Tsplash

**Toe\_TOE**

drawImage(TOE\_TOE)

Tword

**WipeV\_2**

andNotImageBuffer(B0)

orImageBuffer(B1,3)

Twipe

DN

WipeB\_2 … WipeB\_7

**WipeB\_HOLD**

drawImage(SOLID\_0)

Twipe

**PICKS**

Thold

DN

**PICKS**

DN

**PICKS**

DN

**PICKS**

DN

**PICKS**

**WipeH\_1**

orImageBuffer(H0)

Twipe

DN

**PICKS**

**Wipe\_V1**

orImageBuffer(V0)

Twipe

DN

**PICKS**

**Wipe\_V1**

orImageBuffer(B0)

Twipe

DN

**PICKS**

**PICKS**

setButtonColor(0)

newGame()

pickCPU()

Tcpuon

**Opp\_RANDOM**

drawImage(MR\_RND)

**Opp\_RANDOM2**

drawImage(SOLID\_0)

**Opp\_RANDOM3**

drawImage(MR\_RND)

Tcpuoff

Tcpuhold

Tcpuon

**Opp\_ONEDER**

drawImage(ONEDER)

**Opp\_ONEDER2**

drawImage(SOLID\_0)

**Opp\_ONEDER3**

drawImage(ONEDER)

Tcpuoff

Tcpuhold

Tcpuon

**Opp\_CAT**

drawImage(CAT)

**Opp\_CAT2**

drawImage(SOLID\_0)

**Opp\_CAT3**

drawImage(CAT)

Tcpuoff

Tcpuhold

Twipe

**PickWipe\_1**

orImageBuffer(B0,3)

**PickWipe\_2**

andNotImageBuffer(B0)

orImageBuffer(B1,3)

Twipe

**PickWipe\_3**

andNotImageBuffer(B1)

orImageBuffer(B2,3)

Twipe

**PickWipe\_4**

andNotImageBuffer(B2)

orImageBuffer(B3,3)

Twipe

**PickWipe\_5**

andNotImageBuffer(B3)

orImageBuffer(B4,3)

random

oneder

cat

**Pick2**

pickFirstPlayer()

human

cpu

**PLAY\_HUMAN**

**PLAY\_CPU**

Thold

**PLAY\_HUMAN**

setButtonColor(2)

advanceCursor()

**InputA**

setCellAtCursor(3)

drawBoard()

\*

TinputDN

DN

**InputB**

setCellAtCursor(0)

drawBoard()

**InputC**

setCellAtCursor(3)

drawBoard()

**HMove**

setCellAtCursor(2)

drawBoard()

getGameState()

TinputDN

TinputHELD

UP

cpu

tie

human

play

**OVER\_HUMAN**

**OVER\_TIE**

**OVER\_CPU**

**PLAY\_CPU**

setButtonColor(1)

getCPUMove()

setCellAtCursor(1)

drawBoard()

**OppC1**

setCellAtCursor(0)

drawBoard()

Tcpumon

Tcpumoff

Tcpumon

**OppC2**

setCellAtCursor(1)

drawBoard()

**OppC3**

setCellAtCursor(0)

drawBoard()

**MoveCPU**

setCellAtCursor(1)

drawBoard()

getGameState()

Tcpumoff

play

tie

**OVER\_TIE**

human

**OVER\_HUMAN**

cpu

DN

**OVER\_HUMAN**

setButtonColor(2)

drawBoard()

**OVER\_HUMAN2**

setButtonColor(0)

drawImage(SOLID\_0)

Twinon

Twinoff

DN

DN

**OVER\_CPU**

setButtonColor(1)

drawBoard()

**OVER\_CPU2**

setButtonColor(0)

drawImage(SOLID\_0)

Twinon

Twinoff

DN

DN

**OVER\_TIE**

setButtonColor(3)

drawBoard()

**OVER\_TIE2**

setButtonColor(0)

drawImage(SOLID\_0)

Twinon

Twinoff

DN

DN

**OverWipe\_1**

setButtonColor(0)

orImageBuffer(D0,3)

Twipe

**OverWipe\_2**

andNotImageBuffer(D0)

orImageBuffer(D1,3)

Twipe

**OverWipe\_HOLD**

drawImage(SOLID\_0)

Thold

OverWipe\_3 … OverWipe\_15

**SPLASH**

Twipe