timerSM_init:
timeLeft = 60

timerSM_Countdown:
timeLeft = timeLeft - 1

timeLeft > 0

timeLeft =< 0
/ GameOver()

timerSM_GameOver

targetSelectSM_init:
score = 0

targetSelectSM_targetSelect:
randTarget()

targetSelectSM_hitWait:
++ wait

wait < 10

wait == 10 / wait = 0

LCDDisplaySM_update:
```
sprintf(combineString,"Time:
%02d      Score: %d Ammo:%d
",timeLeft,score,bullets);
DisplayString(1,combineString);
```

If !GameOver()

GameOver()

GameOver Screen

commStateSM_init

commStateSM_loop:
```
if(USART_HasReceived(0)){
    //Message Received
    payload =
USART_Receive(0);
    USART_Flush(0);

commTranslate(payload);
    }
```

```
void GameOver(){
    char
gameOverString[64];
    sendToGun(0x02);

sprintf(gameOverString,"Game
Over,      Final Score:
%d",score);

LCD_DisplayString(1,
gameOverString);
    while(1);
    }
```

Periods:
TimerSM: 1000ms
targetSelectSM: 200ms
LCDDisplaySM: 200ms
commStateSM: 50ms