



```

void gameOver(){
    //Display Score and Game Over Screen
    sendToTarget(0xF1);
    nokia_lcd_clear();
    nokia_lcd_write_string("Game Over",1);
    nokia_lcd_render();
    while(1);
}
  
```

Periods:  
 commStateSM = 50ms  
 shootStateSM = 100ms  
 displaySM = 50ms

coolDownCount == 0/  
 coolDownCount = 2

coolDownCount != 0/  
 tempB = 0x01  
 coolDownCount =  
 coolDownCount - 1

tempC == 0x00

tempC == 0x01