```
#define EMPTY          0
#define SHIPEND_UP     1
#define SHIPEND_DOWN   2
#define SHIPEND_LEFT   3
#define SHIPEND_RIGHT  4
#define SHIP_VERT      5
#define SHIP_HORIZ     6
#define HIT            7
#define MISS           8

#define WELCOME        0
#define PLACING_SHIPS  1

#define UP     0
#define DOWN   1
#define LEFT   2
#define RIGHT  3

void Game_Init(void);
void Game_Update(void);


void Game_DPad(unsigned char direction);
void Game_A(void);
void Game_B(void);
```