

```
1: #ifndef GAME_H
2: #define GAME_H
3:
4: #define HIT          0
5: #define MISS        1
6: #define SHIPEND_UP   2
7: #define SHIPEND_DOWN 3
8: #define SHIPEND_LEFT 4
9: #define SHIPEND_RIGHT 5
10: #define SHIP_VERT    6
11: #define SHIP_HORIZ   7
12: #define EMPTY        8
13:
14: #define WELCOME          0
15: #define WAITING_FOR_OPPONENT 1
16: #define PLACING_SHIPS     2
17: #define PLAYER_TURN_WAITING 3
18: #define PLAYER_TURN_DONE   4
19: #define COMPUTER_SCREEN    5
20: #define OPPONENT_TURN_WAITING 6
21: #define OPPONENT_TURN_DONE  7
22: #define WIN                  8
23: #define LOSE                 9
24:
25: #define UP      0
26: #define DOWN    1
27: #define LEFT    2
28: #define RIGHT   3
29:
30: typedef struct {
31:     unsigned int x:4;
32:     unsigned int y:4;
33: } CursorType;
34:
35: void Game_Init(void);
36: void Game_Update(void);
37:
38: void Game_DPad(unsigned char direction);
39: void Game_A(void);
40: void Game_B(void);
41:
42: CursorType Game_GetCursor(void);
43: int Game_GetState(void);
44:
45: #endif
```