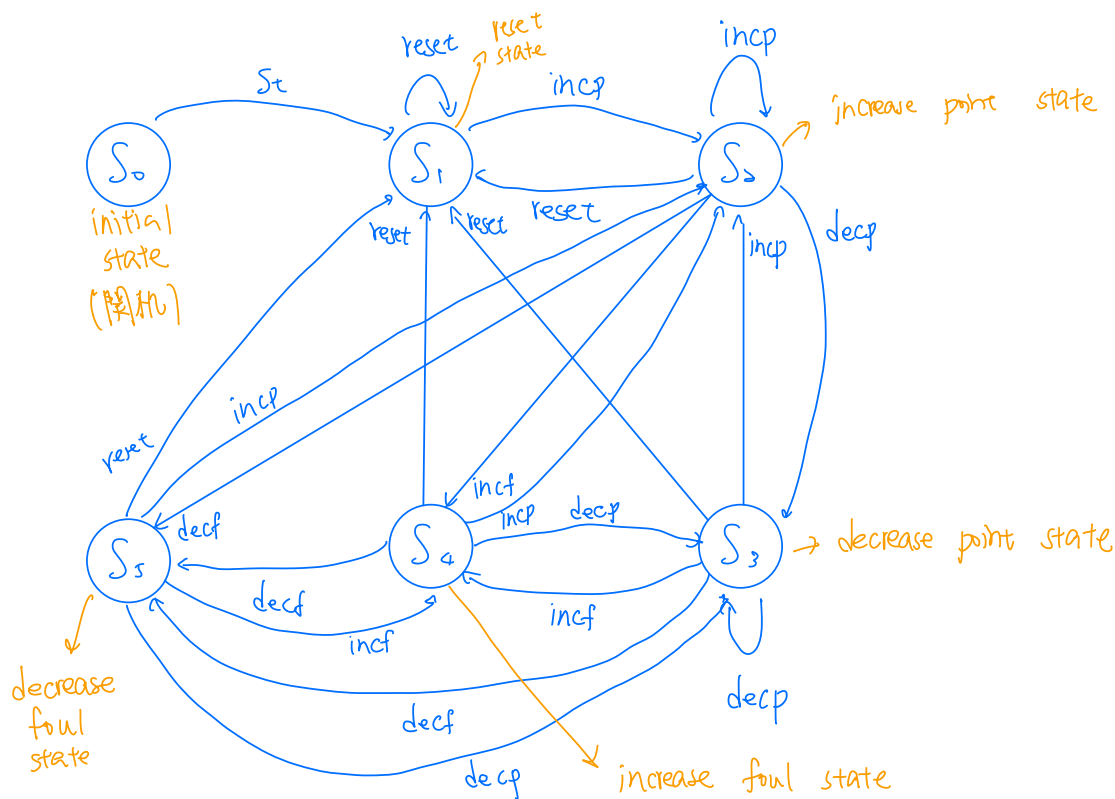
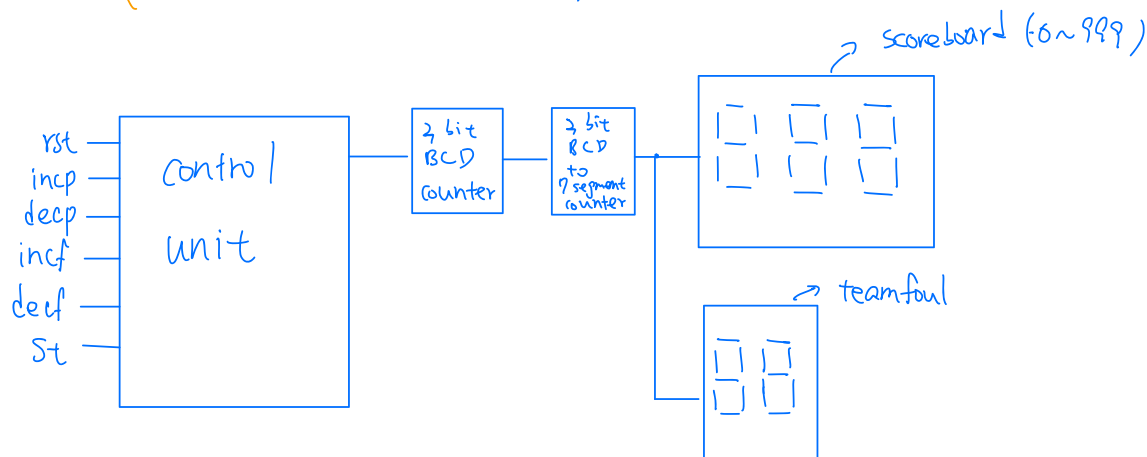


- inputs →
- ① reset (rst) ~ 5 cycles
  - ② Start (St)
  - ③ increase points (incp)
  - ④ decrease points (dec p)
  - ⑤ increase foul (incf)
  - ⑥ decrease foul (dec f)



score state : 如果得分  
 offense state : 进攻序列

进攻时间重疊

