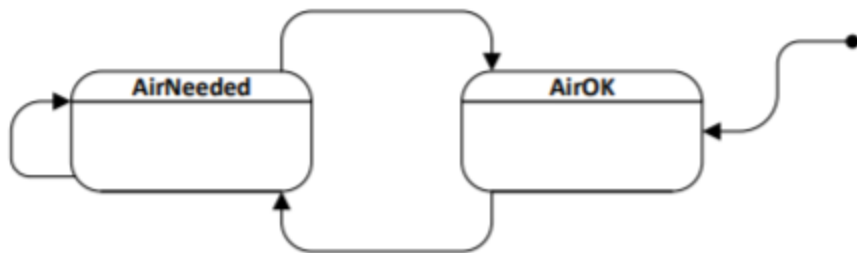




AirCheckTimer Timeout [AirCount >= 20]  
Stop AirFailTimer  
Post FireBoost Event to MainGameSM  
Deactivate Mic indicator LEDs  
Reset AirCount  
Init AirEventTimer

AirCheckTimer Timeout [AirCount <20]  
Increment AirCount by current mic intensity  
Init AirCheckTimer

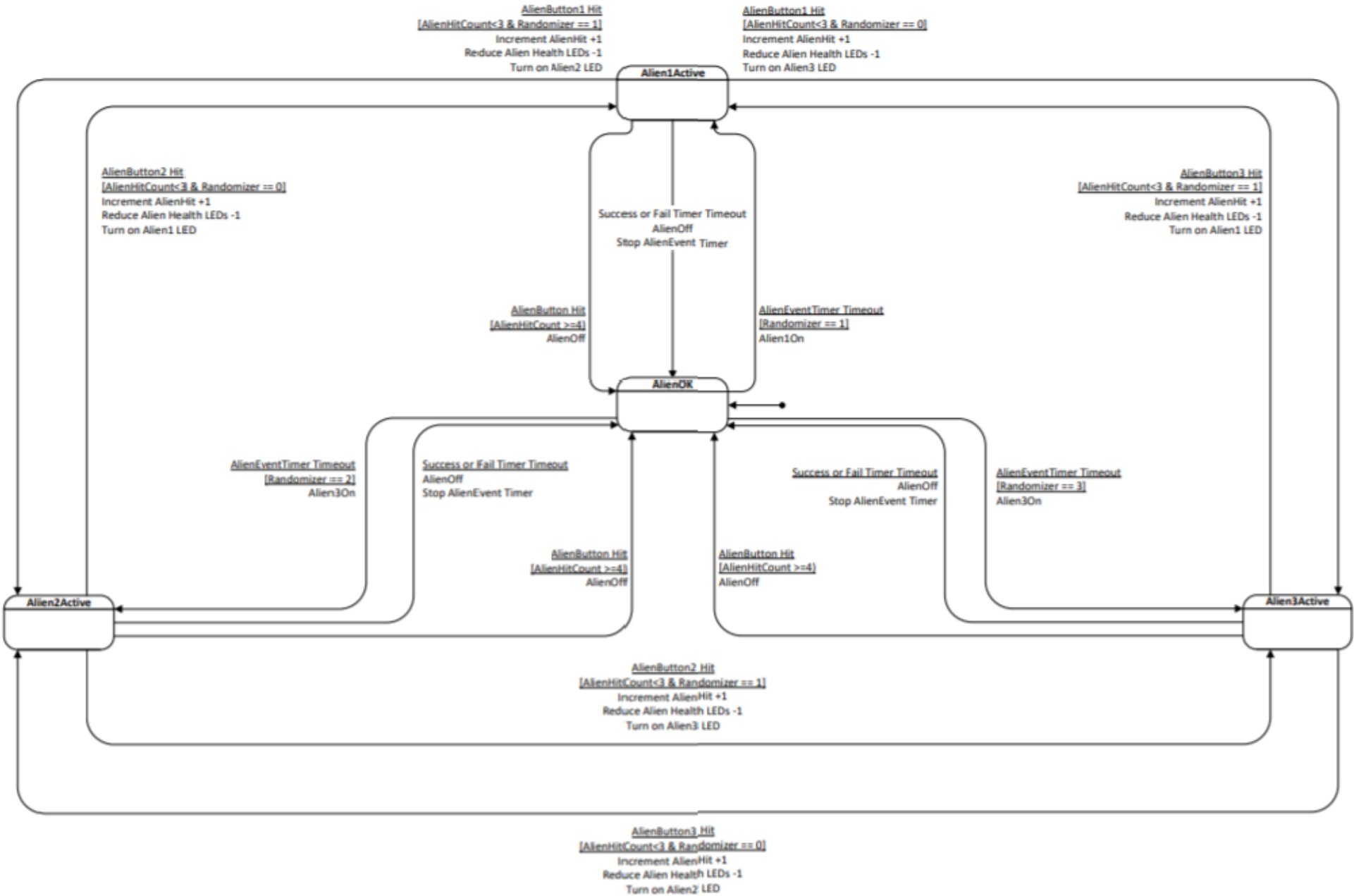


AirEventTimer Timeout  
Post FireDim Event to MainGameSM  
Activate Mic Indicator LEDs  
Init AirFailTimer (Posts to MainGameSM)  
Init AirCheckTimer

AlienSM

Define AlienOff Effect:  
Stop AlienFailTimer  
Deactivate Alien LEDs  
Reset AlienHitCount  
Post FireBoost Event to MainGameSM  
Start AlienEventTimer

Define Alien(n)On Effect:  
Post FireDim Event to MainGameSM  
Init AlienFailTimer (Posts to MainGameSM)  
Turn on Alien Health LEDs  
Turn on AlienFace LED  
Turn on Alien[n] LED



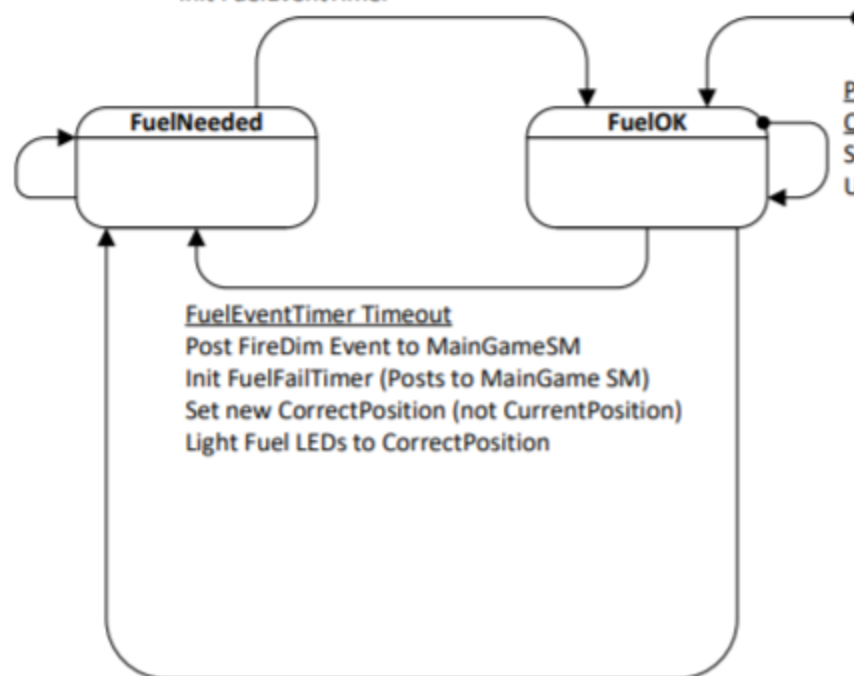
FuelSM

Pot Change Event [CurrentPosition in Correct Range]

Stop FuelFailTimer  
Set CurrentPosition to Pot\_Value\*ScalingFactor  
Update Servo Position to CurrentPosition  
Init FuelEventTimer

Pot Change Event [CurrentPosition not in Correct Range]

Set CurrentPosition to Pot\_Value\*ScalingFactor  
Update Servo Position to CurrentPosition



Pot Change Event [CurrentPosition in Correct Range OR CorrectRange Not Set]

Set CurrentPosition to Pot\_Value\*ScalingFactor  
Update Servo Position to CurrentPosition

FuelEventTimer Timeout

Post FireDim Event to MainGameSM  
Init FuelFailTimer (Posts to MainGame SM)  
Set new CorrectPosition (not CurrentPosition)  
Light Fuel LEDs to CorrectPosition

Pot Change Event [CurrentPosition not in Correct Range]

Set CurrentPosition to Pot\_Value\*ScalingFactor  
Update Servo Position to CurrentPosition  
Post FireDim Event to MainGameSM  
Init FuelFailTimer (Posts to MainGameSM)

MainGameSM

TOT IR Beam Broken  
Turn on Firestarter LEDs  
Dimly Light Fire LEDs

Sleep

Welcome

Firestarter Switch Hit [FireStarterCount <19]  
Increment Firestarter Count +1

Firestarter Switch Hit [FireStarterCount >=19]  
Turn on Fire LEDs, Fan to 100%  
Init AlienEventTimer (Posts to AlienSM)  
Init FuelEventTimer (Posts to FuelSM)  
Init SuccessTimer  
Init KitchenTimer  
Post Initial AirEventTimer Timeout to AirSM

InGame

FireBoost Event  
Boost Fire LED/Fan PWM +10%  
FireDim Event  
Reduce Fire LED/Fan PWM -10%

KitchenTimer Timeout  
Decrement TimeRemaining Indicator by 1  
Init KitchenTimer

AirFailTimer Timeout  
Play sad sounds, Turn Fire off  
Return TOT  
Start GameOverTimer

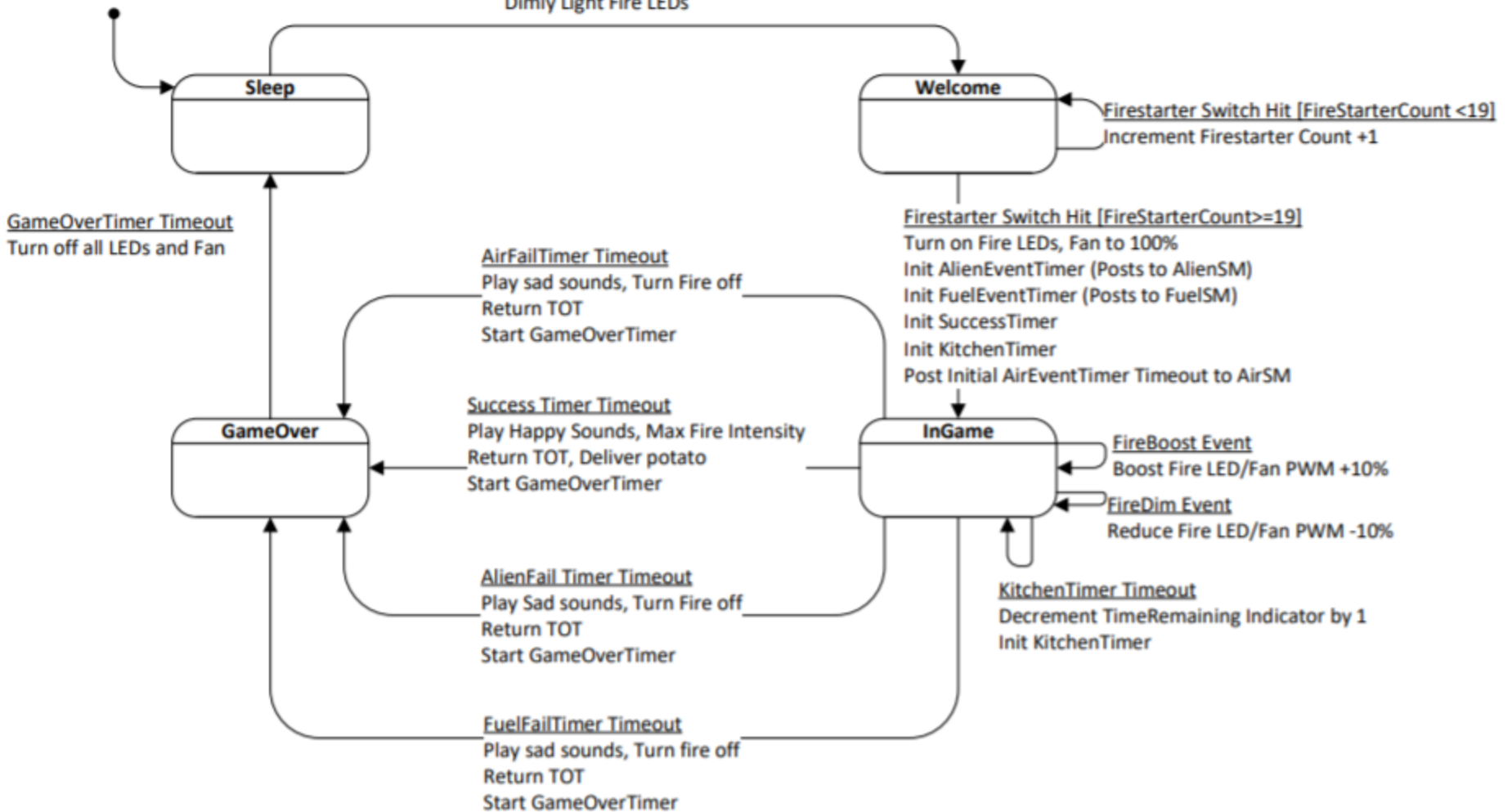
Success Timer Timeout  
Play Happy Sounds, Max Fire Intensity  
Return TOT, Deliver potato  
Start GameOverTimer

AlienFail Timer Timeout  
Play Sad sounds, Turn Fire off  
Return TOT  
Start GameOverTimer

FuelFailTimer Timeout  
Play sad sounds, Turn fire off  
Return TOT  
Start GameOverTimer

GameOver

GameOverTimer Timeout  
Turn off all LEDs and Fan



SoundBoard SM

