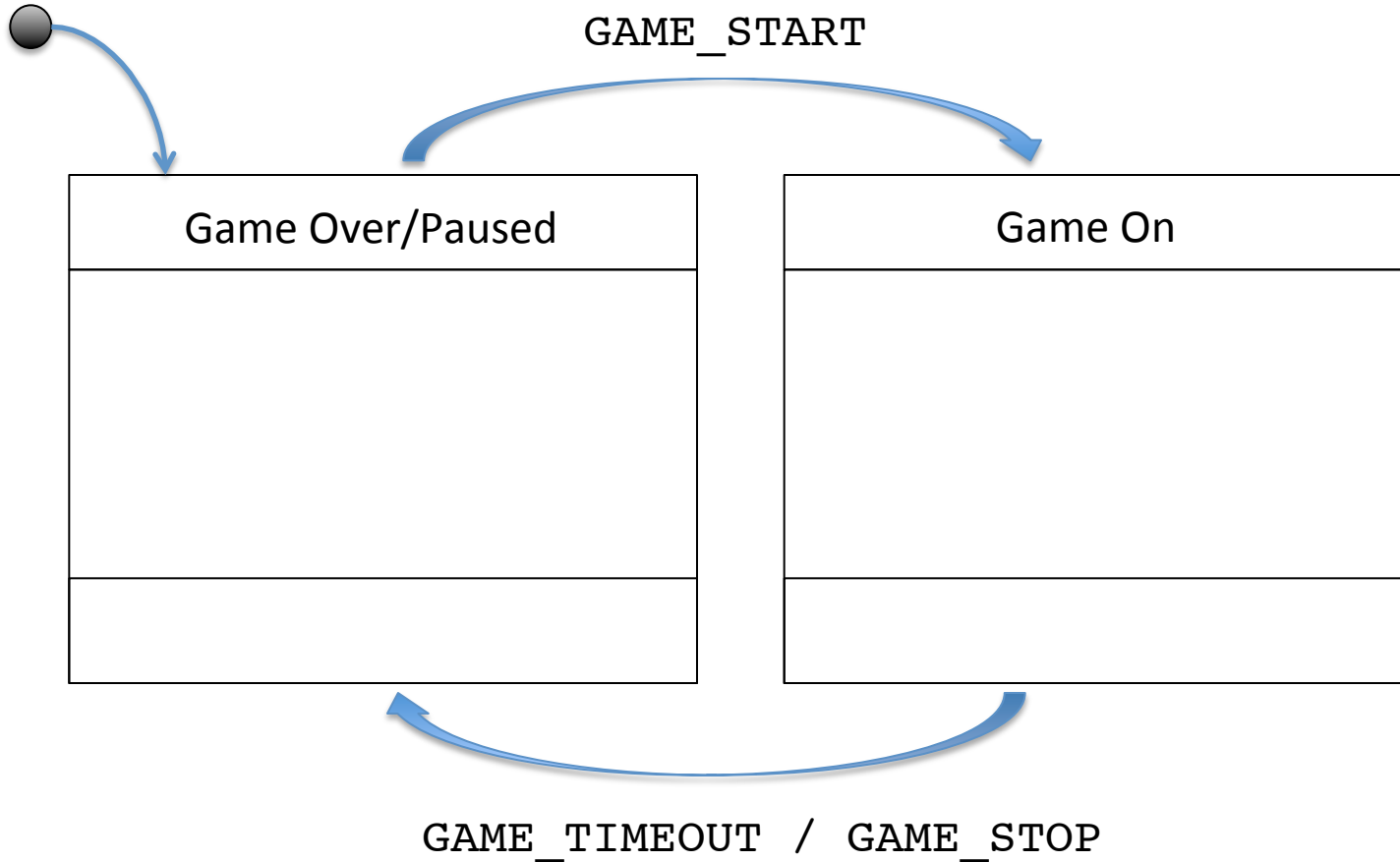


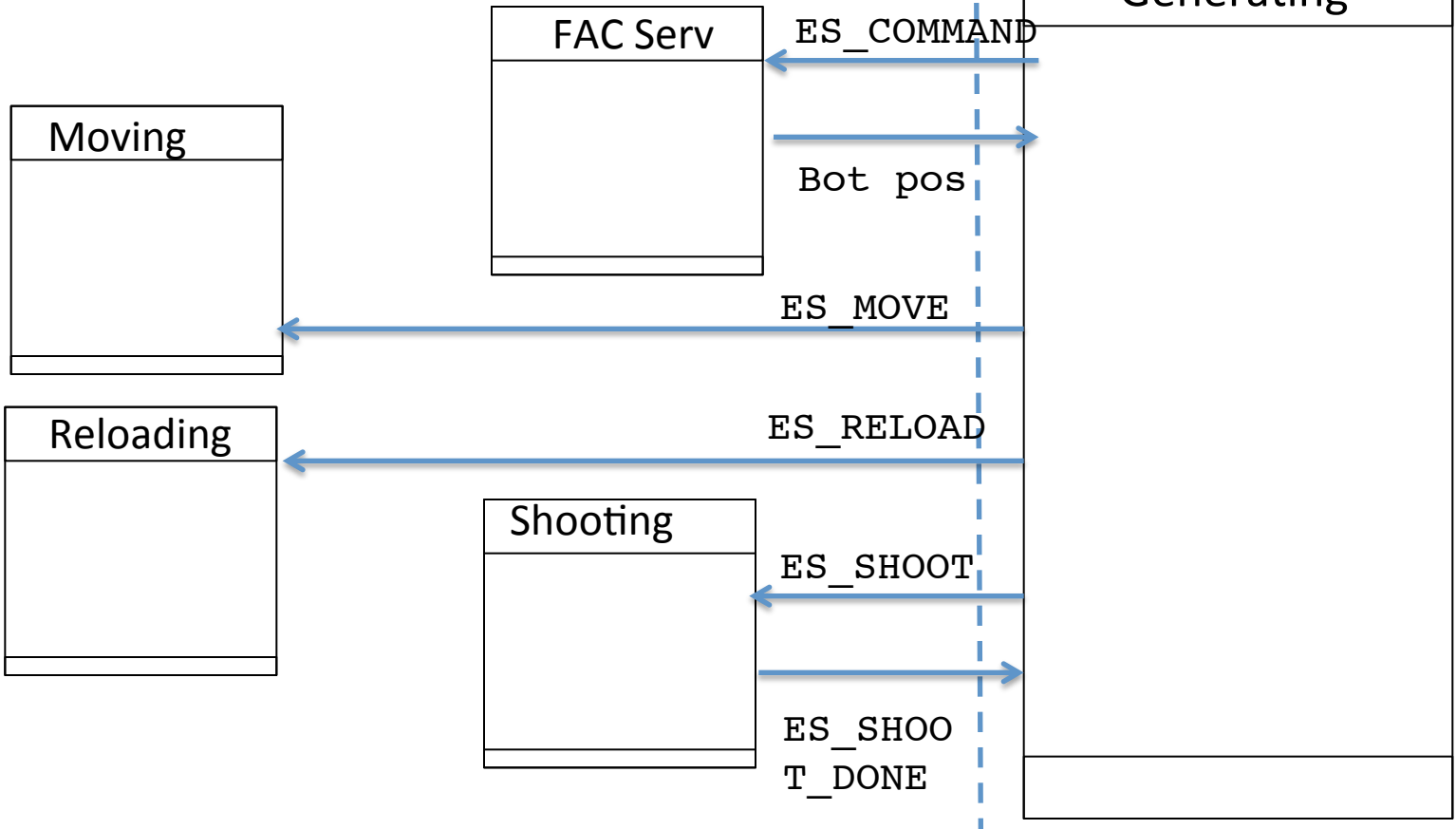
Master State Machine



Game On

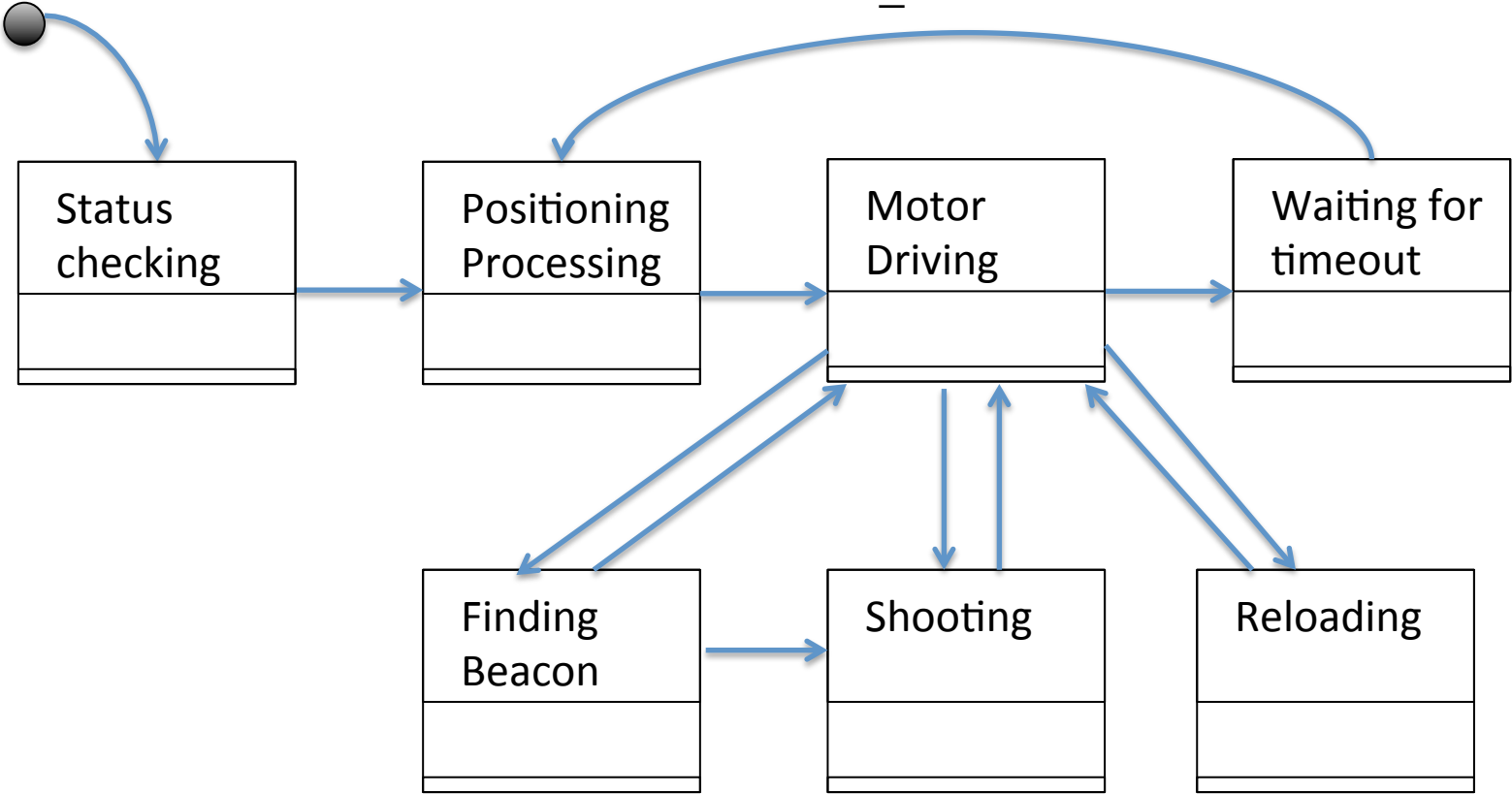
Command Executing

Command Generating



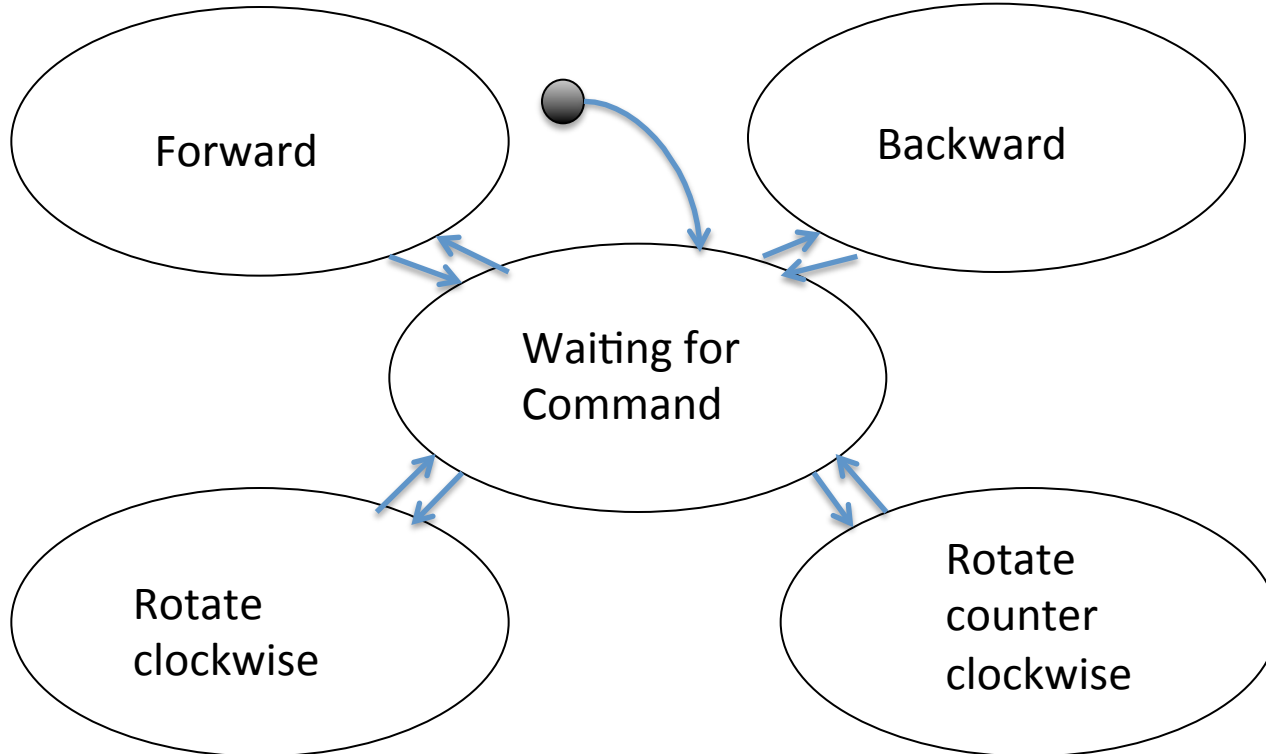
Command Generating

ES_TIMEOUT

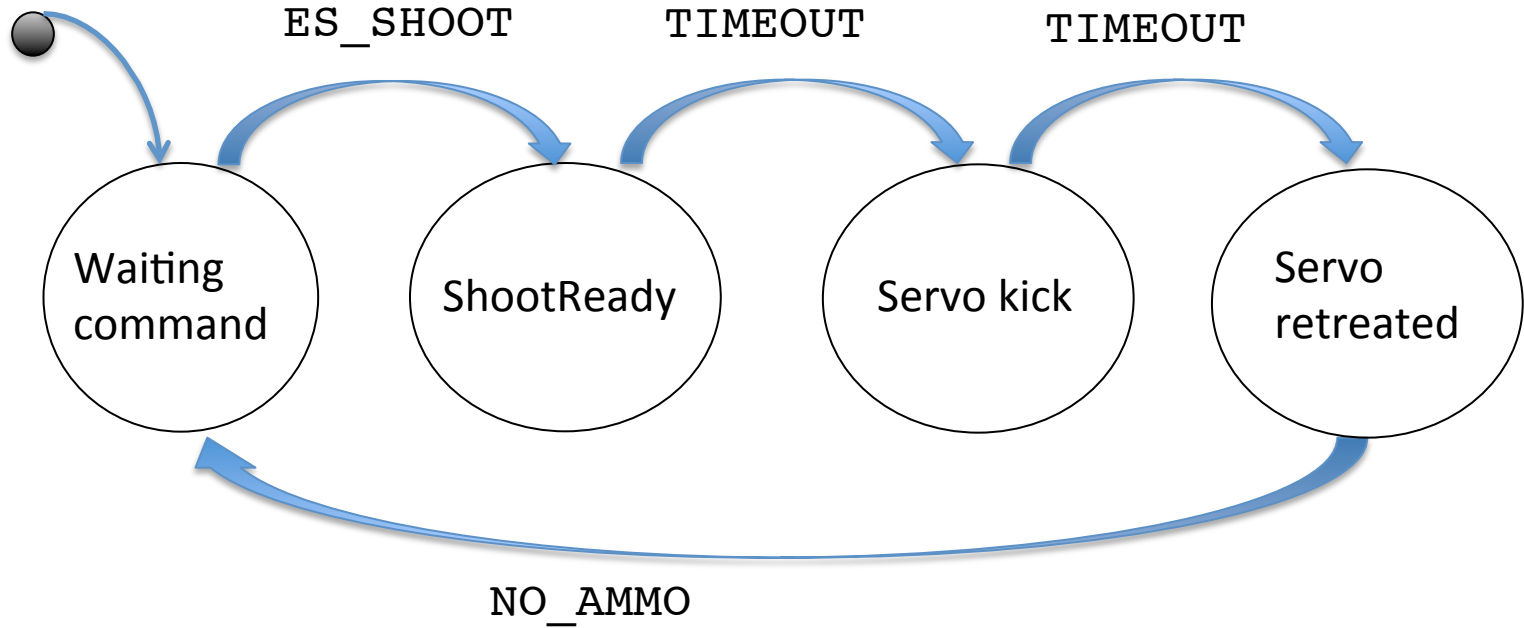


Beacon_Found

Moving



Shooting



Reloading

