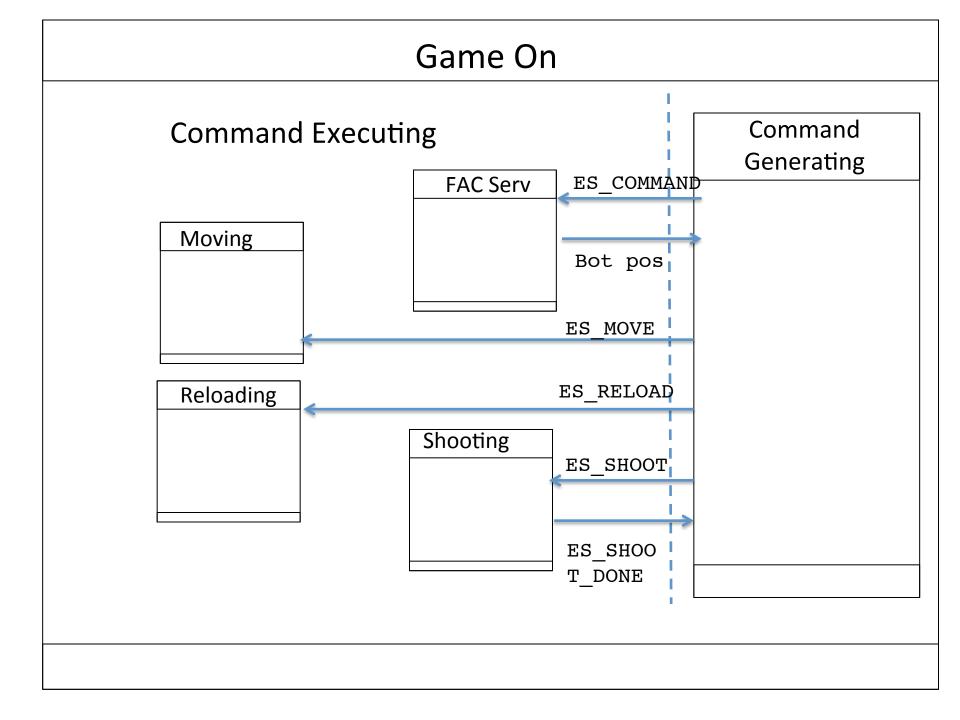
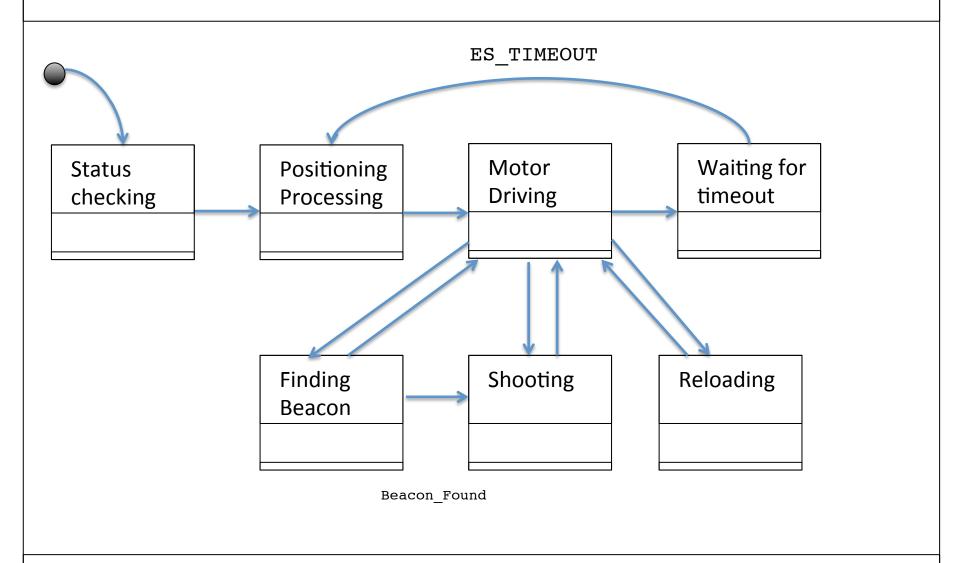
## Master State Machine

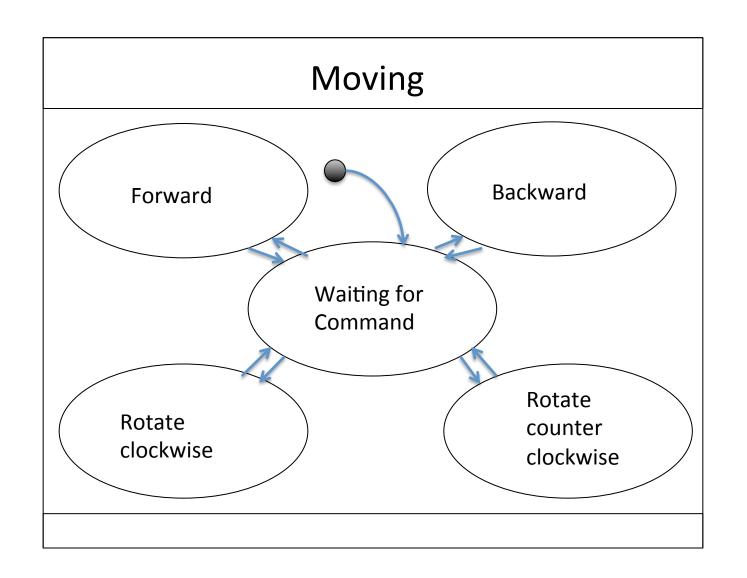
GAME\_START Game Over/Paused Game On

GAME\_TIMEOUT / GAME\_STOP



## **Command Generating**





## Shooting ES\_SHOOT TIMEOUT TIMEOUT Waiting Servo ShootReady Servo kick command retreated NO\_AMMO

