

# Finite State Machines

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## GAME FSM

### INTRO

show intro screen  
if "start" pressed -> currstate: CHARSCREEN  
if "exit" pressed CLOSE

### CHARSCREEN

players choose characters  
if "continue" pressed -> currstate: INITPLAY  
if "back" pressed -> currstate: INTRO

### INITPLAY

set and Load terrain, bugs, players  
currstate: PLAY

### PLAY

call function in which game progression occurs  
if game is over -> currstate: OUTRO  
if level is done -> currstate: SHOWSCORE

### SHOWSCORE

show scores of each players  
if "continue" pressed -> currstate: INITPLAY

### OUTRO

show each player stats  
if "Main" pressed -> currstate: INTRO

## PLAYER FSM

### INITPLAYER

reset position  
load character and weapon  
currstate -> PLAY

### PLAY

do movements according to inputs  
if shoot -> send bullet  
if get hit-> WOUNDED

### WOUNDED

decrease health  
if health < 0 -> currstate: DIE  
else -> currstate: PLAY

### DIE

delete character

## BUG FSM

### INITBUG

reset position  
load bug  
currstate MOVE

### MOVE

move to the base  
if get hit -> currstate: HIT  
if decreaseSpeed=max -> initspeed

### HIT

decrease speed  
decrease health  
if health < 0 -> DIE  
else -> MOVE

### DIE

delete bug