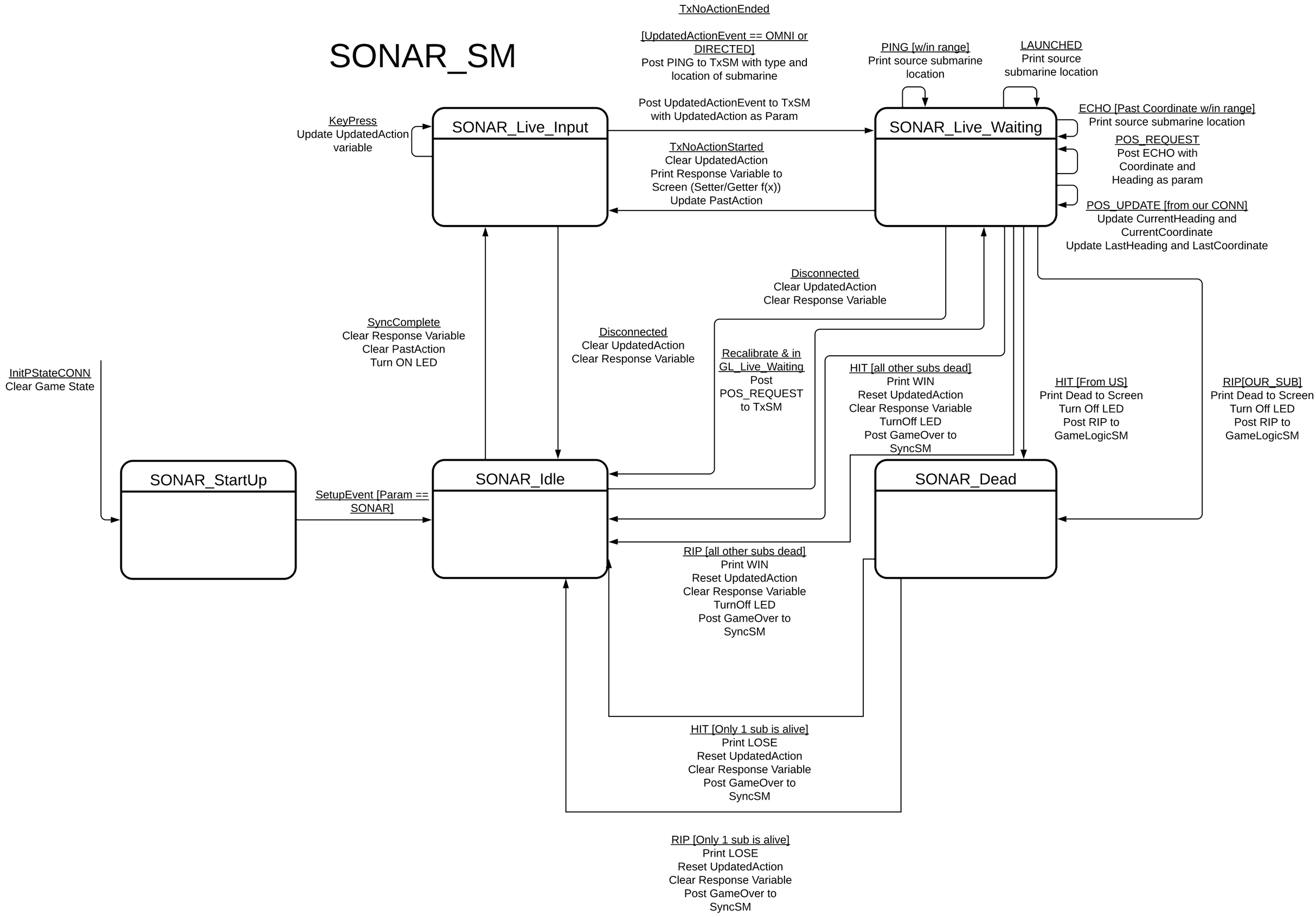
SONAR_SM


SONAR_Live_Input
SONAR_Live_Waiting
SONAR_StartUp
SONAR_Idle
SONAR_Dead
KeyPress
Update UpdatedAction variable
TxNoActionEnded
[UpdatedActionEvent == OMNI or DIRECTED]
Post PING to TxSM with type and location of submarine
Post UpdatedActionEvent to TxSM with UpdatedAction as Param
TxNoActionStarted
Clear UpdatedAction
Print Response Variable to Screen (Setter/Getter f(x))
Update PastAction
PING [w/in range]
Print source submarine location
LAUNCHED
Print source submarine location
ECHO [Past Coordinate w/in range]
Print source submarine location
POS_REQUEST
Post ECHO with Coordinate and Heading as param
POS_UPDATE [from our CONN]
Update CurrentHeading and CurrentCoordinate
Update LastHeading and LastCoordinate
Disconnected
Clear UpdatedAction
Clear Response Variable
SyncComplete
Clear Response Variable
Clear PastAction
Turn ON LED
Disconnected
Clear UpdatedAction
Clear Response Variable
Recalibrate & in GL_Live_Waiting
Post POS_REQUEST to TxSM
HIT [all other subs dead]
Print WIN
Reset UpdatedAction
Clear Response Variable
TurnOff LED
Post GameOver to SyncSM
HIT [From US]
Print Dead to Screen
Turn Off LED
Post RIP to GameLogicSM
RIP[OUR_SUB]
Print Dead to Screen
Turn Off LED
Post RIP to GameLogicSM
InitPStateCONN
Clear Game State
SetupEvent [Param == SONAR]
RIP [all other subs dead]
Print WIN
Reset UpdatedAction
Clear Response Variable
TurnOff LED
Post GameOver to SyncSM
HIT [Only 1 sub is alive]
Print LOSE
Reset UpdatedAction
Clear Response Variable
Post GameOver to SyncSM
RIP [Only 1 sub is alive]
Print LOSE
Reset UpdatedAction
Clear Response Variable
Post GameOver to SyncSM