**GameMasterHSM State Pseudo Code**

**Key:**

Capital Case used for variables and function names (Ed’s Convention)

/\* comments \*/

// place holder for code

Only code needed for lowest level state (During func)

Write Durings for everything, but comment out the function call if not needed

**Start GameMasterHSMS (CurrentEvent)**

// See Top Level stuff

/\* Call ENTRY function for GameMasterHSMS \*/

Run GameMasterHSMS(CurrentEvent)

End Start

**Run GameMasterHSMS (CurrentEvent)**

// Pass events down

DuringGameMaster(currentEvent);

Switch (CurrentEvent)

Case EventOfInterest

NextState = // State to change to

MakeTransition = True // Internal transition -> False

EntryEventKind = // History or Normal

ReturnEvent = // Consume event -> ES\_NO\_EVENT

Break

End switch

currentEvent.EventType = ES\_NO\_EVENT;

Return currentEvent

End Run

**During GameMasterHSMS (CurrentEvent)**

Init ReturnEvent

If (EV\_ENTRY == CurrentEvent)

// Execute Entry actions here

/\* Start lower level SM(s) \*/

StartRobotControlHSMS(currentEvent);

StartJSRHandlerHSMS(currentEvent);

Else if (EV\_ExIt == CurrentEvent)

/\* Exit lower level SM(s) \*/

RunRobotControlHSMS(currentEvent);

RunJSRHandlerHSMS(currentEvent);

// Execute Exit actions here

Else

/\* Pass event to lower level SM(s) \*/

RunRobotControlHSMS(currentEvent);

RunJSRHandlerHSMS(currentEvent);

// Cannot change event – must be passed down unaltered

// Execute any internal event response here

End if

return ReturnEvent // or CurrentEvent to avoid event consumption

End During