**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