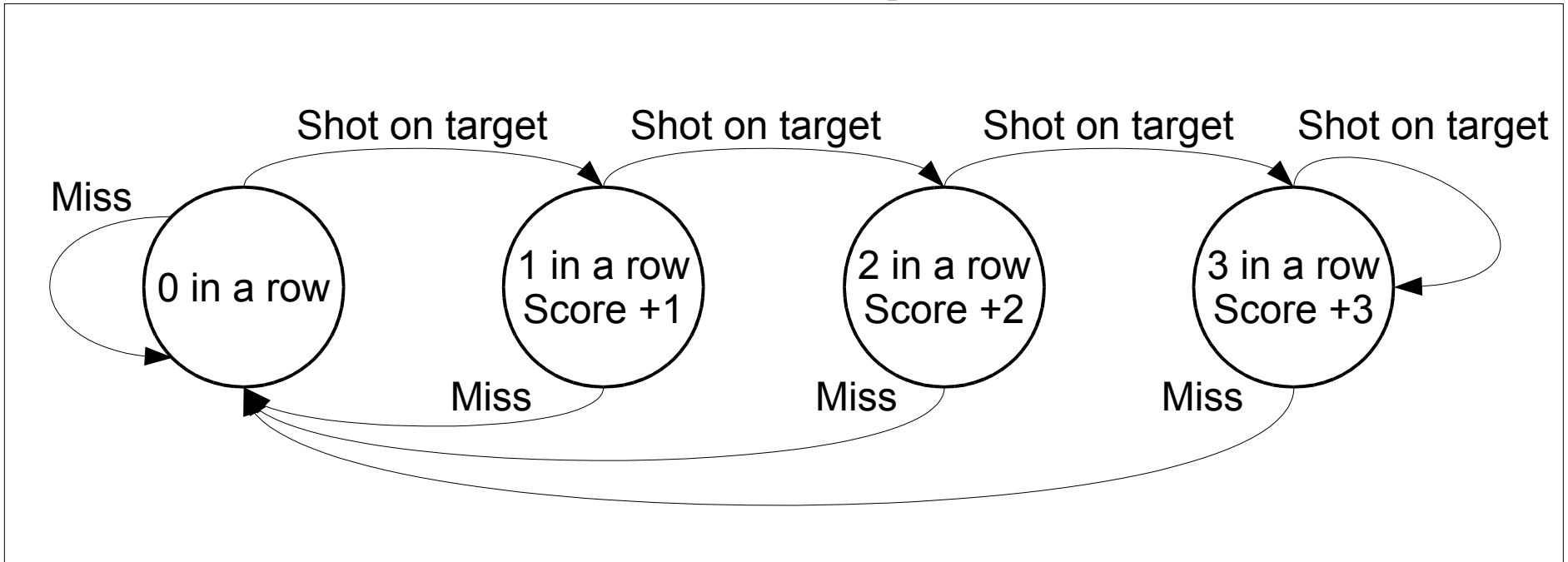
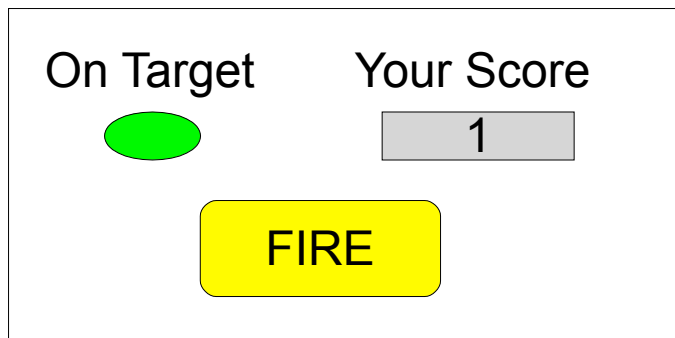


State Machine for “Rapid Fire” Game



User Interface



Loop for On Target Indicator:

Do forever:
Toggle On Target value
Wait for a random # of seconds