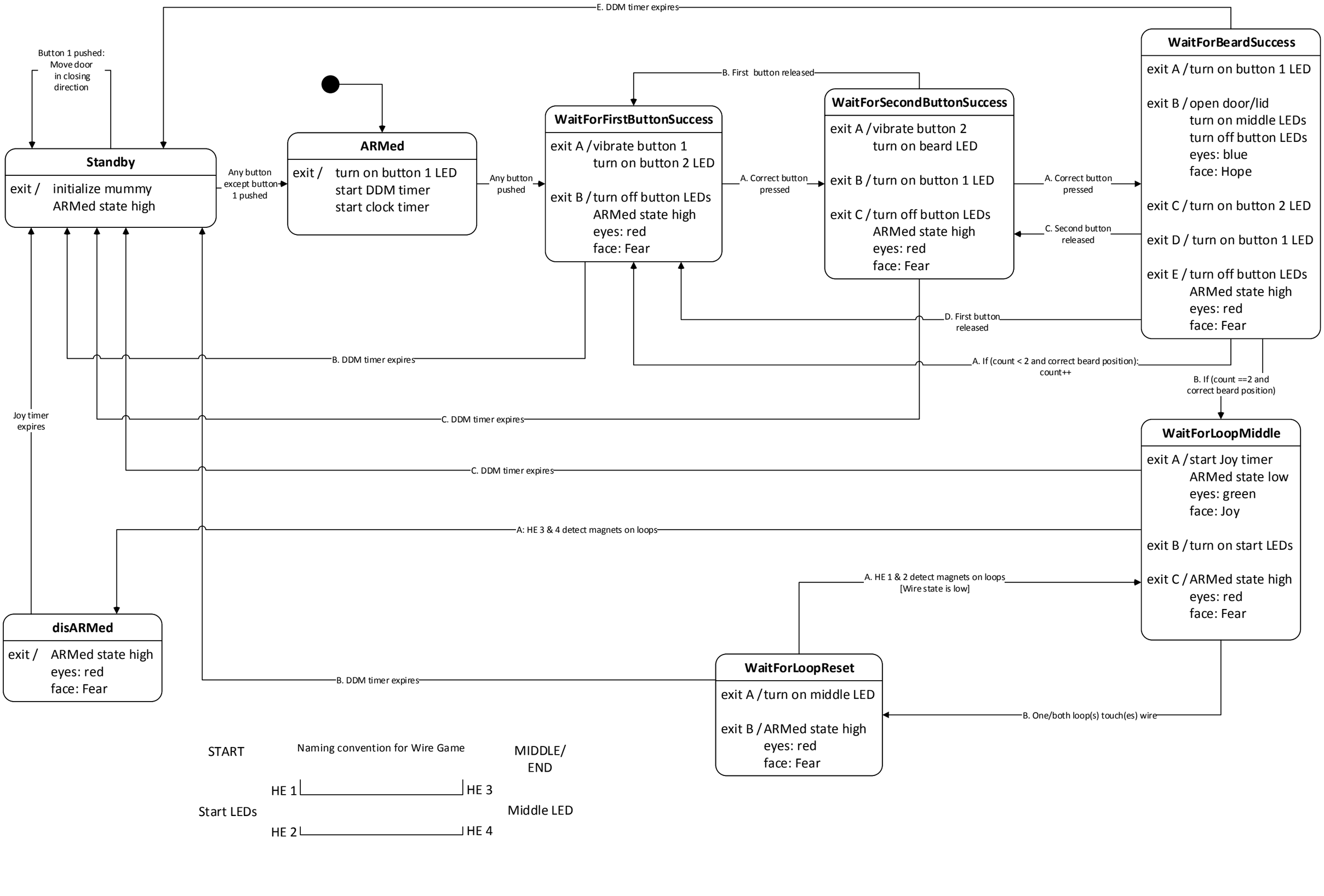
E. DDM timer expires
Button 1 pushed:
Move door
in closing
direction
Standby
exit / initialize mummy
ARMed state high
Any button
except button
1 pushed
ARMed
exit / turn on button 1 LED
start DDM timer
start clock timer
Any button
pushed
WaitForFirstButtonSuccess
exit A / vibrate button 1
turn on button 2 LED
exit B / turn off button LEDs
ARMed state high
eyes: red
face: Fear
B. First button released
A. Correct button
pressed
WaitForSecondButtonSuccess
exit A / vibrate button 2
turn on beard LED
exit B / turn on button 1 LED
exit C / turn off button LEDs
ARMed state high
eyes: red
face: Fear
A. Correct button
pressed
C. Second button
released
WaitForBeardSuccess
exit A / turn on button 1 LED
exit B / open door/lid
turn on middle LEDs
turn off button LEDs
eyes: blue
face: Hope
exit C / turn on button 2 LED
exit D / turn on button 1 LED
exit E / turn off button LEDs
ARMed state high
eyes: red
face: Fear
D. First button
released
B. DDM timer expires
A. If (count < 2 and correct beard position):
count++
B. If (count ==2 and
correct beard position)
Joy timer
expires
C. DDM timer expires
WaitForLoopMiddle
exit A / start Joy timer
ARMed state low
eyes: green
face: Joy
exit B / turn on start LEDs
exit C / ARMed state high
eyes: red
face: Fear
C. DDM timer expires
A: HE 3 & 4 detect magnets on loops
A. HE 1 & 2 detect magnets on loops
[Wire state is low]
disARMed
exit / ARMed state high
eyes: red
face: Fear
B. DDM timer expires
WaitForLoopReset
exit A / turn on middle LED
exit B / ARMed state high
eyes: red
face: Fear
B. One/both loop(s) touch(es) wire
START
Naming convention for Wire Game
MIDDLE/
END
HE 1
HE 3
Start LEDs
Middle LED
HE 2
HE 4