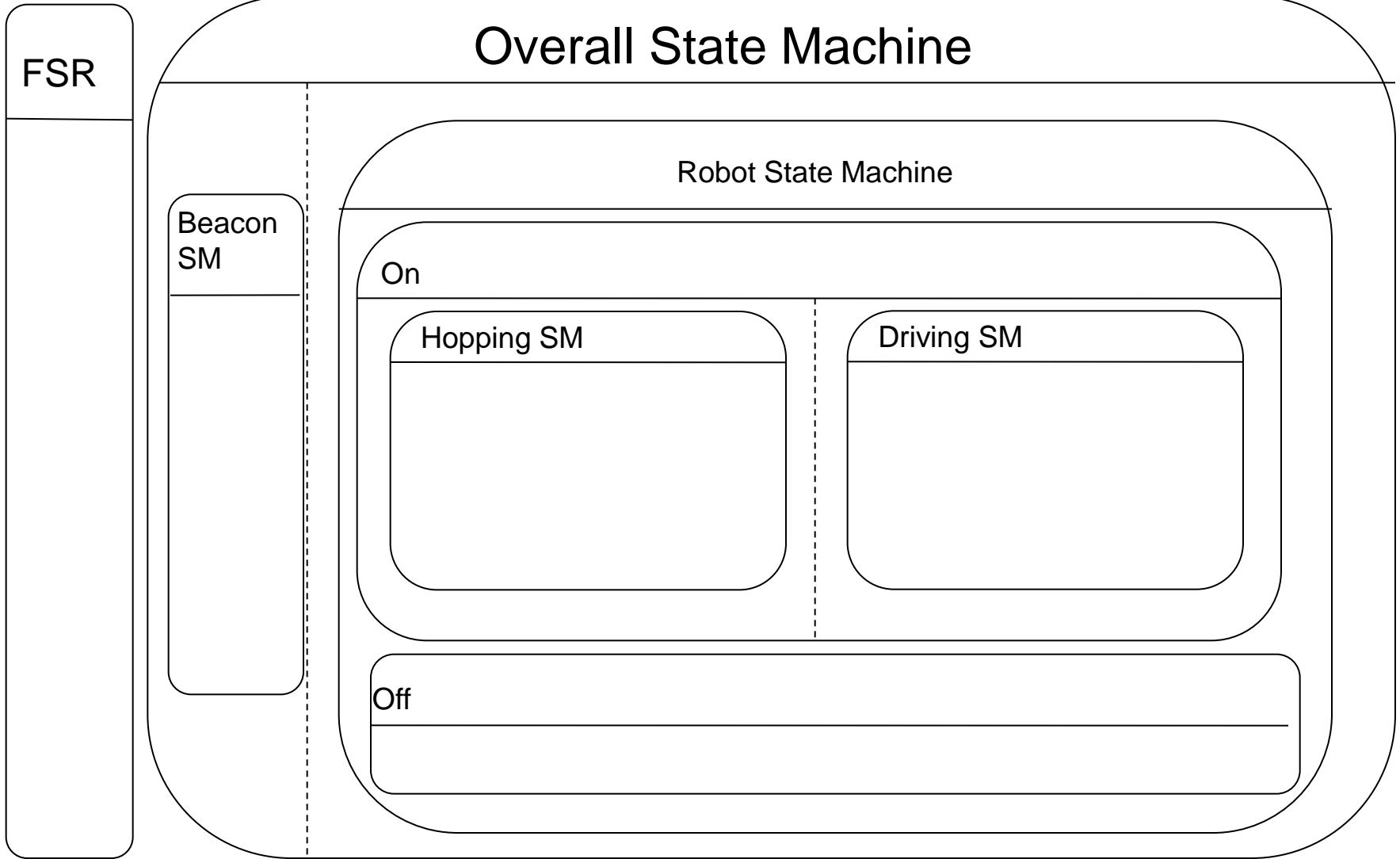


STATE MACHINE HIERARCHY



Robotic State Machine

On

Hopper SM

Driving SM

Entry: Start Driving SM and Hopper SM

Exit: Send exit event to Driving SM and Hopper SM; Stop hopper motor and driving motors off

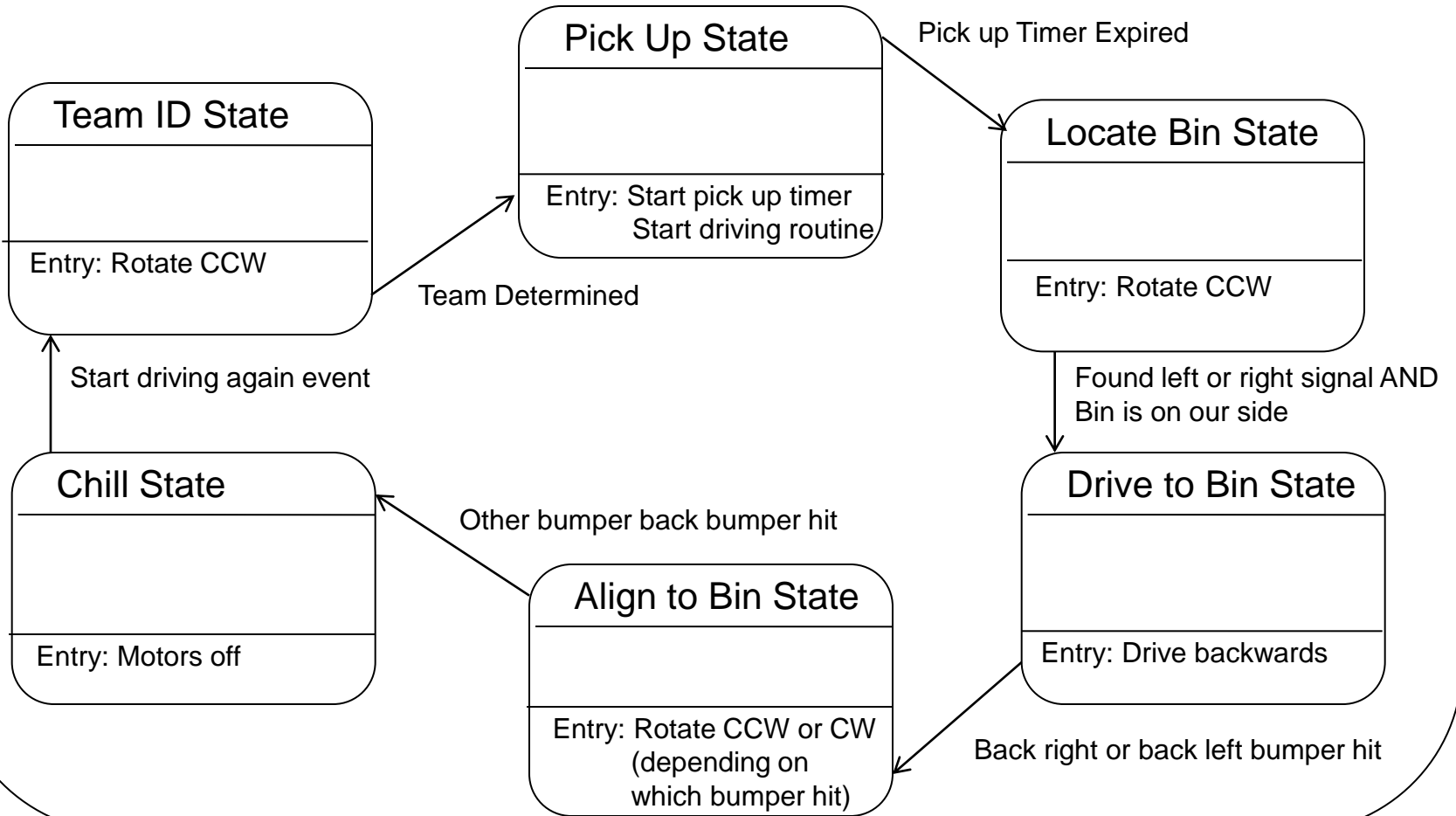
During: Run internal SM

Game Timer Expired

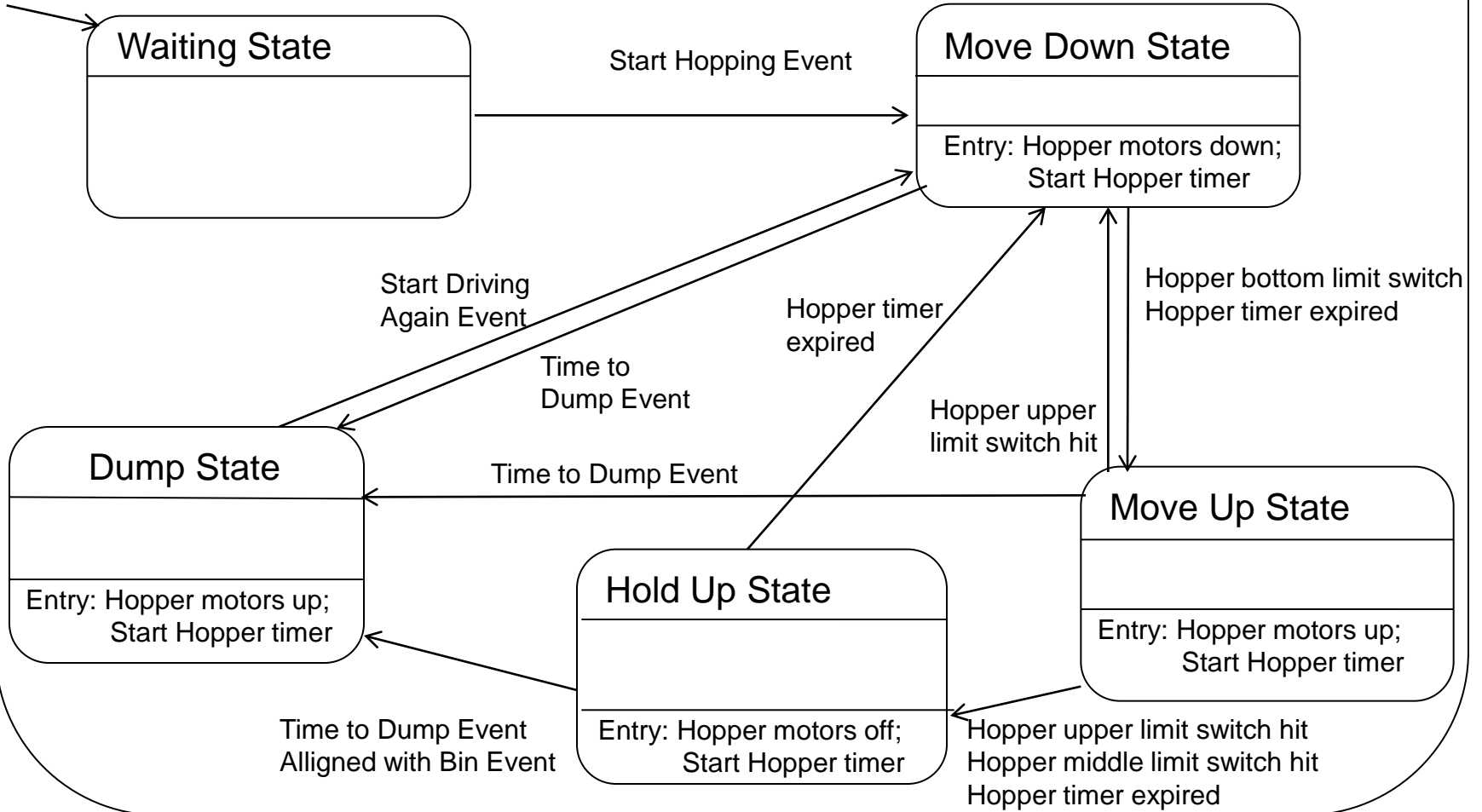
Game Start Event

Off

Driving SM



Hopper SM



FSR

