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/*****
Template header file for Hierarchical Sate Machines AKA StateCharts
*****/

#ifndef GameplayHSM_H
#define GameplayHSM_H

// State definitions for use with the query function
typedef enum { IDLE_STATE, CALIBRATION_STATE, TAPE_FOLLOW_STATE,
SWITCHING_BRANCHES_STATE } GameplayState_t ;

typedef enum
{
    Local, Remote
} GameSide_t;

// Public Function Prototypes

ES_Event_t RunGameplayHSM( ES_Event_t CurrentEvent );
void StartGameplayHSM ( ES_Event_t CurrentEvent );
bool PostGameplayHSM( ES_Event_t ThisEvent );
bool InitGameplayHSM ( uint8_t Priority );
GameplayState_t QueryGameplayHSM( void );
void setSide ( GameSide_t Side );
GameSide_t getSide ( void );

#endif /*GameplayHSM_H */

```