Shoot!

Shoot!

<0

Ball Count

Done?

0

Wait

Done shooting

State 1:
maxBalls = passed in value (e.g. 2)
askRobot = passed inv value (e.g. true)
save passed in timer
reset timer

have ball state:
if (maxBalls <= 0) then done shootin
if (!askRobot OR broken) then goto shoot
if (have ball) then goto shoot
if (time expired) then done shooting
wait

done shoot state:
decrement maxBalls