

```
/******  
  
Header file for template service  
based on the Gen 2 Events and Services Framework  
  
*****/  
  
#ifndef GameService_H  
#define GameService_H  
  
#include "ES_Configure.h"  
#include "ES_Types.h"  
  
typedef enum {Inactivity, Watering, Lighting,  
             Harvesting, PotatoDisplay, Celebrating} Game_States_t;  
  
// Public Function Prototypes  
  
bool InitGameService(uint8_t Priority);  
bool PostGameService(ES_Event_t ThisEvent);  
ES_Event_t RunGameService(ES_Event_t ThisEvent);  
uint8_t GetHealth(void);  
void AddHealth(void);  
void SubtractHealth(void);  
  
#endif /* GameService_H */
```