

A finite state machine is a model of computation that consists of a set of states, a set of inputs, a set of transitions, and a set of outputs. It takes the current state and input to determine the transition and output.

In my model, the states are the sections that are labeled by the paper dies. The inputs are the process of cat-dog hitting the die cases to figure out where he is going. The output is cat-dog's die destination after hitting the die cases. The transitions are the wooden paths he takes to get from one section to the other.

You can learn more about finite state machines at:
<http://ai-depot.com/FiniteStateMachines/FSM.html>