

VGAx[9:0]

VGAY[9:0]

test

invArray[39:0]

invLine[3:0]

shipX1[4:0]

bullX1[4:0]

bullY1[3:0]

bulletFlying1

shipX2[4:0]

bullX2[4:0]

bullY2[3:0]

bulletFlying2

Player2shown

SpecialScreen

**Formato VGA**

RGB[2:0]