**Workshop for Design Pattern in Go**

1. Write a Go program to layout game assets on a MxN two dimensional board.
2. There are only two types of game asset in the game - Humans and Monsters.
3. Each game asset requires X number of bytes for storing its image. A Human requires 128 bytes of data, while a Monster 512 bytes.
4. Each game asset has two properties - health and power. On creation, both Human and Monster assets have a value of 100 for health. But for power, a Human only has 10, while a Monster has 50.
5. Create 5 Humans and 5 Monsters and place them randomly to an empty slot on the board. A position on the board cannot contain more than one game asset.
6. Then print out the board, with H denoting a Human and M a Monster (like the image below).
7. Design your program to use the Flyweight design pattern.

Background pattern

Description automatically generated