**Mini\_Project\_Character\_Layouts**

**[Man with Gun]**

(Gurkirat Singh)

**USER CHARACTER:**

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0

0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0

0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0

0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0

0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0

0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0

0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0

0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0

0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0

0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0

0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0

0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0

0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0

0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0

0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0

0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0

0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

**ENEMY:**

**B00000000, B00011000**

**B00001100, B00011000**

**B00011110, B00011000**

**B00111110, B01111100**

**B00111111, B11111100**

**B01111111, B11111110**

**B11111111, B11111110**

**B01111111, B11111111**

**B00111111, B11111110**

**B00011111, B11111100**

**B00000000, B00000000**

**B00001111, B11110000**

**B00111111, B01111100**

**B00111000, B00001100**

**B01110000, B00001110**

**B11100000, B00000111**

**FRIEND CHRACTERS:**

**B00000000, B00000000**

**B00000001, B10000000**

**B00000011, B11000000**

**B00001111, B11110000**

**B00011111, B11111000**

**B00110011, B11001100**

**B01110011, B11001110**

**0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0**

**1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1**

**0 1 1 1 0 0 1 1 1 1 0 0 1 1 1 0**

**0 0 1 1 1 0 0 1 1 0 0 1 1 1 0 0**

**0 0 0 1 1 1 0 0 0 0 1 1 1 0 0 0**

**0 0 0 0 1 1 1 0 0 1 1 1 0 0 0 0**

**0 0 0 0 0 1 1 1 1 1 1 0 0 0 0 0**

**0 0 0 0 0 0 0 1 1 0 0 0 0 0 0 0**

**0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0**