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/*
 * File:   DM_Display.h
 * Author: Ed
 *
 * Created on July 15, 2021, 11:54 AM
 */

#ifndef INSTRUCTIONDISPLAYS_H
#define INSTRUCTIONDISPLAYS_H

// Display Instructions:

uint32_t insert_sd[24] = {
    0b00000000000000000000000000000000,
    0b00000000000000000000000000000000,
    0b00000000000000000000000000000000,
    0b0001111111111111111111111100000,
    0b00010000000000000000000000100000,
    0b000100111111111100000010000100000,
    0b00010000000000000000000011000100000,
    0b00010000000000000000000011100100000,
    0b000100111111111100000011000100000,
    0b00010000000000000000000010000100000,
    0b000111111100000000000000100000,
    0b0000000000100000000000000100000,
    0b000000000011111111111111100000,
    0b00000000000000000000000000000000,
    0b00000000000000000000000011000000000,
    0b00000000000000000000000011110000000,
    0b0000111111111111111111111000000,
    0b000011111111111111111111110000,
    0b0000111111111111111111111000000,
    0b00000000000000000000000011110000000,
    0b00000000000000000000000011000000000,
    0b00000000000000000000000011000000000,
    0b000000000000000000000000000000000,
    0b000000000000000000000000000000000,
    0b000000000000000000000000000000000
};

uint32_t pet_dog[24] = {
    0b00000000000000000000000010000000001,
    0b00000000000000000000000010000000010,
    0b00000000001111111111000000000100,
    0b000000000100000000000000000001000,
    0b000000001111111000000000000010000,
    0b0000000100000000000000000100000,
    0b0000000111111100000000000100000,
    0b0000000000100000000000000100000,
    0b000000000011111110000100000,
    0b000000000000000000001000001000000,
    0b000000000000000000001111100000000,
    0b0000110000000000110000000000000,
    0b0001001000000000100100000000000,
    0b0010000100000001000010000000000,
    0b0100111111111111110010000000000,
    0b0101000100000001000101000000000,
    0b0110001000000000100011000000000,
    0b0000010000000000010000000000000,
    0b0000100000000000010000000000000,
    0b0000100001111000001000000000000,

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    0b00001000001100000010000000000000,
    0b00000110000000001100000000000000,
    0b00000001111111100000000000000000,
    0b00000001000000010000000000000000
};
```

```
uint32_t score_main[24] = {
    0b00000000000000000000000000000000,
    0b00000000000000000000000000000000,
    0b00010100010100010100010100010100,
    0b00001000001000001000001000001000,
    0b00111000111000111000111000111000,
    0b00101000101000101000101000101000,
    0b00000000000000000000000000000000,
    0b00000000000000000000000000000000,
    0b00011100111001110011101110000000,
    0b00100001000010001010101000011000,
    0b00100001000010001010101000011000,
    0b00011001000010001011001110000000,
    0b00000101000010001010101000011000,
    0b00000101000010001010101000011000,
    0b00111000111001110010101110000000,
    0b00000000000000000000000000000000,
    0b00000000000000000000000000000000
};
```

```
uint32_t start_game[24] = {
    0b00000000000000000000000000000000,
    0b0000000000000000000000001000000000,
    0b000000000000000000000000111000000000,
    0b00000010100000000000010000000000,
    0b00000001000000000100010001000000,
    0b00000111000000001111000111100000,
    0b00000101000000000100010001000000,
    0b00000000000000000000010000000000,
    0b00000000000000000000011100000000,
    0b00000000000000000000010000000000,
    0b00000000000000000000010000000000,
    0b00000000000000000000011100000000,
    0b00000000000000000000010000000000,
    0b00000000000000000000010000000000,
    0b00000000000000000000011111000000,
    0b00000000000000000000000000000000,
    0b00000000000000000000000000000000,
    0b00000100100000000000111000000000,
    0b00000111100000000001001000000000,
    0b00000111100000011100001000000000,
    0b00000001000000001000010000000000,
    0b00000000000000000000111110000000,
    0b00000000000000000000000000000000,
    0b00000000000000000000000000000000,
    0b00000100100000000000111000000000,
    0b00000111100000000001001000000000,
    0b00000111100000011100001000000000,
    0b00000001100000000000010000000000,
    0b00000000000000000000011111000000,
    0b00000000000000000000000000000000
};
```


