**Unix: Journal #1**

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**Course:** Unix (420-321-VA) **Semester:** Fall 2021

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**To begin, here is the link to my GitHub repo:**

<https://github.com/Buhbah6/UnixFinal>

Unfortunately, due to the size of the Retropie image I’m using, as well as the size of each ROM, I am unable to push these files to GitHub, however they are available on the link below.

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**This week in the development of my final project, I did the following:**

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I researched Video Game emulation on Raspberry Pi, and what the limitations are on the Raspberry Pi 4 with 8GB of RAM.

Here are some of the sources I referred to initially:

Video from Spawn Wave about gaming on RPi:

<https://www.youtube.com/watch?v=DvdiVwx996s>

Tom’s Hardware guide to installing the Retropie operating system on Raspberry Pi 4:

<https://www.tomshardware.com/how-to/install-retropie-raspberry-pi-4>

RetroPie Image download link:

https://retropie.org.uk/download/

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I then researched some safe websites to download game ROMs that I could use in my emulator (to actually *play* the games).

I stumbled upon these sites for ROM downloads:

Retrostic:

<https://www.retrostic.com/roms>

Gamulator:

<https://www.gamulator.com/>

And from these sites I downloaded various ROMs from old game consoles that are known to run on RPi such as N64, and Sega Genesis, and I did some testing to ensure they work correctly.

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My next step is to create multiple users to allow for different game save states, and I need to create a service that can track when a play session starts and ends and writes it to a text file, afterwards I’d like to create a script that will automatically push that text file to a git repository. I’d also like to add a few more games from different consoles to display the versatility of the retropie emulator.