

make.bash compiles the emulator
DrMario.bash should run DrMario
Tetris.bash should run Tetris

Our original project had many hardcoded values so that Tetris would run. We also used a random number generator to simulate the Gameboy's timers.

For this type extension we:

- a) Extended the background tiles so that our emulator would recognize based on the input where the data for the background tiles are located
- b) Extended our color palette so that our emulator would be recognized based on the input which colors would be used for the sprites and background tiles.
- c) Implemented timers for the gameboy which allows for the extension to additional gameboy roms as well as being a step towards sound.

All of our implemented features should allow for our emulator to run most roms that are rom only types and have no internal ram. Other roms use memory banking which lets the hardware swap which ram bank of the rom it uses allowing for the roms to contain more data. Right now we have the groundwork for implementing the memory mapping but it's not tested or fully functional.