



SNO

SUPER NINTENDO ONLINE

Milestone 3

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Milestone 3

	% Complete	Michael K.	Keith J.	Eric W.
Improved CPU Emulation	100%	33%	34%	33%
Basic Video Functionality	100%	33%	34%	33%
GUI Configuration Options	100%	33%	34%	33%

Improved CPU Emulation

- [Code Coverage](#)
- [Unit Tests](#)



Basic Video

- Draws background layers
- Reads graphics and palette data
- TODO
 - Sprite Objects
 - Background offsets, priority
 - Scanlines, timing



SNES Graphics Format

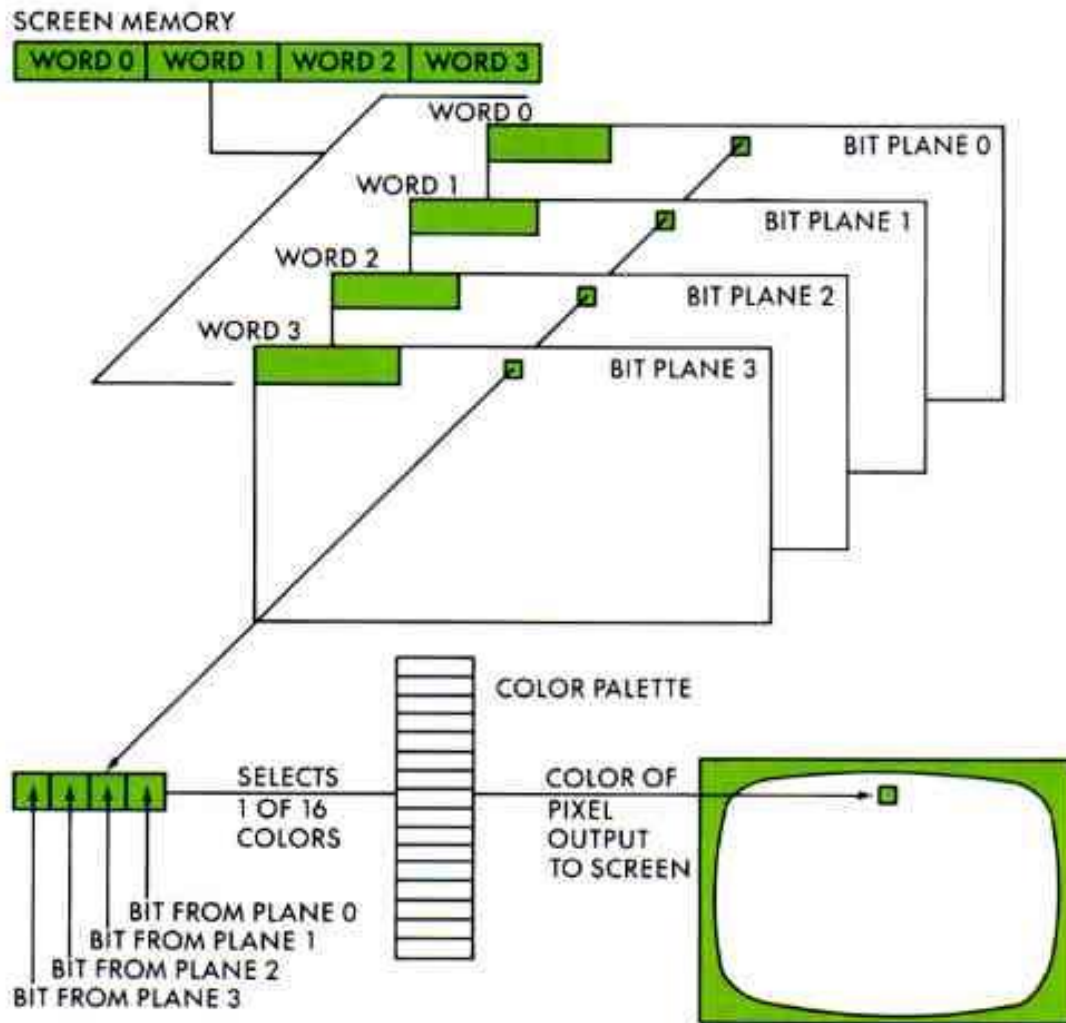


FIGURE 2 *ST* low-resolution display

Image: FujiBoink! Behind the Bit Planes

<http://www.atarimagazines.com/startv1n2/FujiBoink.html>

Settings GUI

- Options displayed in categories
- Changes set flags in system
- TODO
 - Controller Key mapping
 - More Options





Demo

Winter Break Goals

- Audio CPU Basic Implementation
- HiROM Implementation
- Refactoring / Documentation
- Better Video



