

Milestone 3 Evaluation

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# Faculty Sponsor

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# Current Milestone Progress

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| --- | --- | --- | --- | --- | --- |
| Task | Completion | Michael K. | Keith J. | Eric W. | Todo |
| Improved CPU Emulation | 100% | 33% | 34% | 33% |  |
| Basic Video Functions | 100% | 33% | 34% | 33% |  |
| GUI Configuration Options | 100% | 33% | 34% | 33% |  |

# Current Task Summaries

* **Improved CPU Emulation:** We have at least 80% of all CPU instructions implemented and covered by unit tests as measured by EMMA.
* **Basic Video Functions:** SNO is able to read and display some graphics data stored to VRAM.
* **GUI Configuration Options:** The applet GUI contains a menu to set configuration options.

# Next Milestone Plan

As we have no milestones left for the semester, we instead will define goals to work towards over winter break. We cannot estimate the work division because our winter break schedules are tentative. Considering that we distribute our workload evenly anyway, this is not an issue.

# Winter Break Goals

* **Basic Audio CPU Emulation:** We will begin development on the audio CPU, which is an 8-bit Sony SPC700 processor. Many of our test games freeze while waiting for the audio CPU, which has made it a priority for compatibility.
* **HiROM Memory Implementation:** Many games are mapped as HiROM games; in order to allow for testing with a larger amount of games, we will implement the HiROM memory layout and support the loading of ROM files into this layout.
* **Refactoring/Documentation:** We will attempt to clean up what we perceive as messy areas of the code and add more documentation to better explain what the code is doing.
* **Improved Video Rendering:** As of now, the emulator only renders single background layers successfully. Several features, such as background scrolling, multiple backgrounds, sprite objects, and scanline-based drawing still need to be developed.

# Sponsor Feedback

* **Improved CPU Emulation:**
* **Basic Video Functions:**
* **GUI Configuration Options:**

Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

# SNO: Super Nintendo Online Sponsor Milestone 3 Evaluation

Sponsor: Please detach this page and return to Dr. Chan (HC 322).

For each team member, circle a score between 0 and 10, or write in your own score in the last box.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Michael K. | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |  |
| Keith J. | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |  |
| Eric W. | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |  |

Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_