

Sega Game Gear on a Chip

Weekly Update #3

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Accomplished

- Finished UART ROM flasher. Flashed and read back multiple game ROMs. [1]
- Continued work on VGA timing module.
- Worked on final design proposal and design history file documents.

Planned

- Add more documentation to the ROM flasher.
- Look into the Sega Memory Mapper[2] functionality and start writing a module to reimplement it.
- Finish the VGA timing module.

Outstanding Issues

None at this time.

References

[1] https://github.com/bear24rw/ssggoc/tree/master/fpga/rom_flasher

[2] <http://www.smspower.org/Development/Mappers?from=Development.Mapper>