Sega Game Gear on a Chip
Weekly Update #4

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Accomplished

- Finished final design proposal

- Worked on design history file documents

- Continued work on VGA timing module.

Planned

- Add more documentation to the ROM flasher.

- Look into the Sega Memory Mapper[1] functionality and start writing a module to reimplement it.

- Finish the VGA timing module.

Outstanding Issues

None at this time.

References

[1] http://www.smspower.org/Development/Mappers?from=Development.Mapper