

# Sega Game Gear on a Chip

## Weekly Update #2

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### Accomplished

- Continued work on UART ROM flasher to load game roms into the flash memory chip.
- Continued work on VGA timing module.

### Planned

- Finish UART 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>