

Sega Game Gear on a Chip

Weekly Update #9

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Accomplished

- Added intial RTL files. [1]
- Modified the Osmose Sega emulator to obtain VRAM dumps. [2]
- Added video display processor (VDP) background generation testing strategy [3]
- Worked on VDP background generator.

Planned

- Continue adding documentation and testing strategies to design report.
- Continue work on the VDP and system integration.

Outstanding Issues

None at this time.

References

- [1] <https://github.com/bear24rw/sggoc/commit/0fe9c8d7d902570128e66af6bbb956bbe84be481>
- [2] <https://github.com/bear24rw/sggoc/commit/cb1e1d721d73dc726420307fff50322bc8164026>
- [3] <https://github.com/bear24rw/sggoc/commit/b472e8cccd7e71a73cfd2519ff2a4bd0ab3399c>