

Sega Game Gear on a Chip

Weekly Update #5

Max Thrun — Samir Silbak

November 2, 2012

Accomplished

- Updated Gantt Chart.
- Continued work on documenation of the ROM flasher.
- Finished VGA timing module[1] .

Planned

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

Outstanding Issues

None at this time.

References

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

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