

Sega Game Gear on a Chip

Weekly Update #1

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Accomplished

- Researched and gathered technical documents on the Game Gear hardware. The website smspower.org[1] is a gold mine of information.
- Found an example Altera core to interface with the flash memory chip[3].
- Began looking into VGA timing specs.
- Started a project on github.com[2].

Planned

- Implement a simple UART ROM flasher to load game roms into the flash memory chip.
- Look into the Sega Memory Mapper[4] 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/Documents>
- [2] <https://github.com/bear24rw/ssggoc/>
- [3] ftp://ftp.altera.com/up/pub/flash/altera_up_flash_memory.zip
- [4] <http://www.smspower.org/Development/Mappers?from=Development.Mapper>