**Release 1**

**What’s Changed?**

Our initial plan is to implement a bug-free emulator as our main software for Release 1, and we are able to do so efficiently. Hence, not much has changed and everything is going as planned.

**What’s Next?**

For our next release (Release 2), we plan to develop automated testing and implement at least one game and a tool (an Assembler, to be precise). In addition to this, the Visualizer is currently under construction, and we will try to release it as soon as possible.

**Instructions for Running the Provided Software**

1. Make sure there is our small Chip-8 program, Simple.txt (a program for testing purposes), saved in the same folder as the Emulator.
2. Double-click “Chip8.html” in order to run the Emulator.
3. Enjoy the results.
4. Access the browser's console in order to view more inner details of the Emulator.
5. Done!

**Automated Testing Instructions**

We have done a lot of manual testing on the Emulator. We have planned to develop and release automated testing by Release 2. Therefore, following our initial plan, automated testing is not implemented in this release.