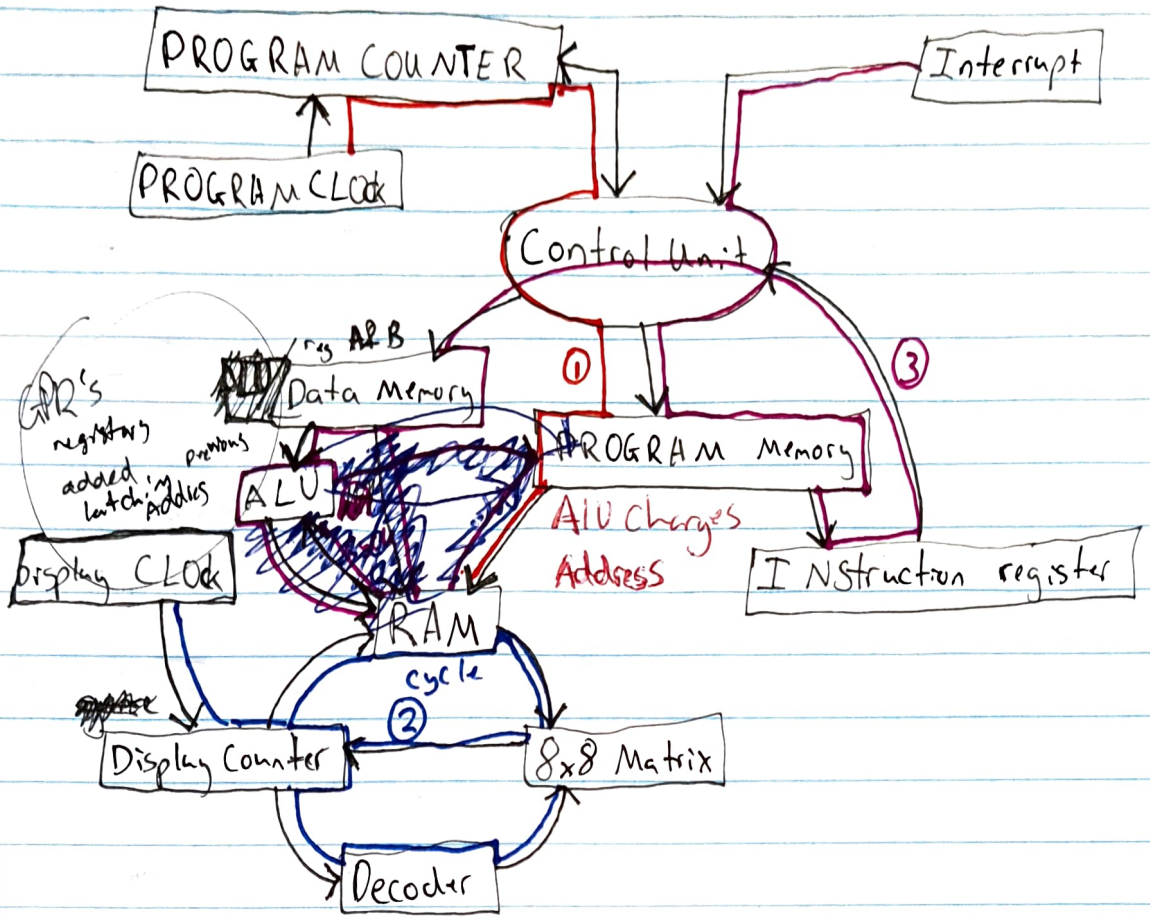
Rev.1

- 8-bit Game Boi: 8x8 matrix



① LOAD Data (PROGRAM memory) into RAM (Loading data when switched on or connected game program)

② Display Data in RAM which is stored (continously execute/display data)

③ change Data stored in RAM for appropriate value (change and write new changed data)
(Refresh whole display)

① - GAME MAP (Initially Load and Display th MAP)