9/6/2020: Here is a possible layout I am thinking about implementing with the register file:

R0 general  
 R1 general  
 R2 general  
 R3 general  
 R4 general  
 R5 general  
 R6 frame pointer  
 R7 stack pointer

I want to have the program counter outside of the main register file so that I can add a special timer circuit to it, so that maybe I could perform the fetch cycle in one instruction: i.e.  
use the program counters old value while setting a countdown increment.

Also, to implement a link register I will just store return addresses on each stack frame, and the same applies to the addresses of prior frames.

I am not sure if I am forgetting to add any vital registers, so I may need to return to this design.

I think I am done with the main operand register file, now I just need to add in the special registers and correct some wire colors.

I need to send the read enables to the control unit so that operands can be sourced from other locations than the register file.s (done)