**Time-use management**

In order to make the best use of my time, I will identify the most important areas of my project and focus more on those. I will use Trello to keep track of all of my tasks and to easily add comments to them. I will also add deadlines to those tasks so I have a better structure going forward.

**Tentative project planning**

In the week where Group Projects finishes, I will go over all of my research again. This way, I’ll re-familiarize myself with the details of those papers and videos. I will then go over the full emulator I have, in order to understand it better. This will then allow me to identify where I have to add my own code.

In the week after, I will start on the general base of the memory bank controllers. This base is used easily swap out controllers, so this is very important, which is why I want to do it early.  
In that same week, I also want to start on the MBC1B memory bank controller, as this is the main controller I want to implement for my grad work.

The next week, I want to start on a second memory bank controller. This is part of my experiment to prove that working with a correct base controller, it is easy to swap them out. So, in agreement with my supervisor, I decided to implement 1 fully (MBC1B) and start on another 1.

I will then write my paper based on my results implementing all of this. My main focus was always on the project, with the paper supporting it.

**Risk analysis & SWOT**

**Strengths:**

This project is something very different to what we normally do in Game Development.

Everything about the Game Boy is very well documented.

**Weaknesses:**

This has been done a lot before by other, so it’s nothing new.

I don’t have a lot of experience working this low level.

**Opportunities:**

Because this has been done by a lot of people, there is a lot of reference that I can use. This can help me out if I need a different look at things.

**Threats and Risks:**

Probably the biggest risk to this project, is my ability to not get demotivated if it doesn’t work out as I envision it.

**Result-oriented work**

For this project, I will focus the most on the implementation of the memory bank controller. This was always the main goal of my project.  
The paper will be written based on my results of implementing the controller.

**Reflection of work so far**

So far, I’ve gone through all of my collected research and organized them in a way that I can easily find the best pieces. I’ve also gone over the entire emulator that I have to start from. I’m almost done with going through it and understanding how it works.

**Assessment of future work**

Future work could be to implement all of the different memory bank controllers that were made for the Game Boy. There could also be worked on the emulator to make it behave more like a real Game Boy does.