NES Emulator

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Introduction

1.1 History

Project Goal

Project Design

Specification and implementation

- 4.1 RAM
- 4.1.1 Specification
- 4.1.2 Implementation
- 4.2 Cartridge (ROM)
- 4.2.1 Specification
- 4.2.2 Implementation
- 4.3 CPU
- 4.3.1 Specification
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- **4.4 PPU**
- 4.4.1 Specification
- 4.4.2 Implementation

Evaluation

- 5.1 Testing
- 5.2 Performance and Precision
- 5.3 Game Performance

Conclusions

