

Members:

- *fuelsoft*
- *masonbrookall*
- *summertriangle-dev*
- (Student info replaced with GitHub names)

Topic:

- The proposed topic is a study of the underlying architecture of the Nintendo Gameboy.

What:

- We would like to write an emulator for the Gameboy. It's an old, 8-bit system and we believe it should be possible within the given timeframe.

How:

- We intend to write the emulator in C/C++ using SDL 2. This is a common library that allows easy access to common inputs and graphical output, while allowing high performance code in C or C++.

Deliverable:

- A standalone executable that can run a Gameboy game image.

Responsibilities:

- *fuelsoft*:
 - Graphics
- *masonbrookall*:
 - IO
 - ROM file handling
- *summertriangle-dev*:
 - Internal logic