

Additional Material

Msc Data Science in CSDI - DATA72000
11539096

Overview

This document provides information on supplementary materials that accompany the dissertation “Game Boy Emulator Development”. It provides an access to GitHub repository, which includes the ‘.zip’ archive of the necessary appendices in this project.

Access

All supplementary materials are accessible at the following GitHub repository:
GitHub Repository Link: <https://github.com/chillinghills/CSDI-11539096-am.git>

Project Environment

- Visual Studio Code (2017)
- CMake (Version > 3.5)
- MSYS2 (for Windows only) (<https://www.msys2.org/>)

Archive Contents

A compressed file is provided via GitHub repository. It contains the following items:

- Source Code (“\Code\gameboyEmulator.zip”): Complete implementation of the Game Boy emulator, including CPU, PPU, MMU, input handling, and UI components. Also, it includes diagnostic ROMs (e.g., ‘cpu_instr.gb’, ‘dmg-acid2.gb’) used for verification.
- Project Outline (“\Project_Outline”): Full project outline document, including the non-technical summary, aims and objectives, and initial methodology.
- Ethics Assessment Form (“\Ethics&Risk_Assessment”): The completed ethics assessment submitted for this project.

Notes

Test ROMs are provided for validation purposes only; their ownership remains with their respective authors.