# System Description (BDD, Sekvens etc)

* The system architecture and user interface has to be clearly defined.

## Tekniske overvejelser – individuelt

## Fordele og ulemper ved forskellige implementeringer – individuelt

## Topdesign indepth (guldkorn)

### EMULATED EEPROM - Jonathan

### TICK Controller – Jonathan

### Register control - Jonathan

## Sekvensdiagrammer

### Game engine – Jonathan

### SubjectFactory – Jonathan

### GameSubject – Jonathan

### GFX – Jonathan

# All test results

F.eks. debug ben til touch.

Analogdiscovery dump af analog pins.

## TFT TEST –Jonathan?

## TOUCH TEST – Jonathan?