FPGA Project:

* Learn the basics of GitHub and set up my project on there.
* Decide on my project – Lets start small. Just a square wave generator controlled by a keyboard and output to a speaker.
* Check for similar projects
* Choose tools and languages
* List all features and entities
* Look up the architecture of an FPGA programme. Create a diagram of whole project. Modules -> submodules -> state machines etc.
* What features will require external set up? Can I configure a MIDI device to output the same as a standard keyboard?

Lets design the whole thing in Verilator and then try it on the board.

How I’m going to spend my time:

2 hours a day theory, brushing up on old concepts and moving onto more advanced topics:

* 30 mins reading
* 90 mins practice questions and learning from my mistakes

45 mins a day working on generic Verilog problems @ hdlbits website.

4:15 hours working on the project

* 3:45 just working
* 30 mins logging the work

To do:

* Find github account
* Cover a simple tutorial
* Set up a demo project
* Briefly log what I’ve done
* Make to do list for tomorrow