

# Chapter 1

## Milestone 1

Oops, I forgot this is even something I was supposed to be keeping track of. There isn't much here anyway. I forget how much I personally decided on anyway. We, as a group, decided to have sixteen 16-bit registers with 4-bit addresses and specific instruction classes. We were considering having one of the source registers for arithmetic operands be reused as a destination register (like the way x86 handles add and sub) to save space, but that only came to pass for instructions with immediates and memory stores.