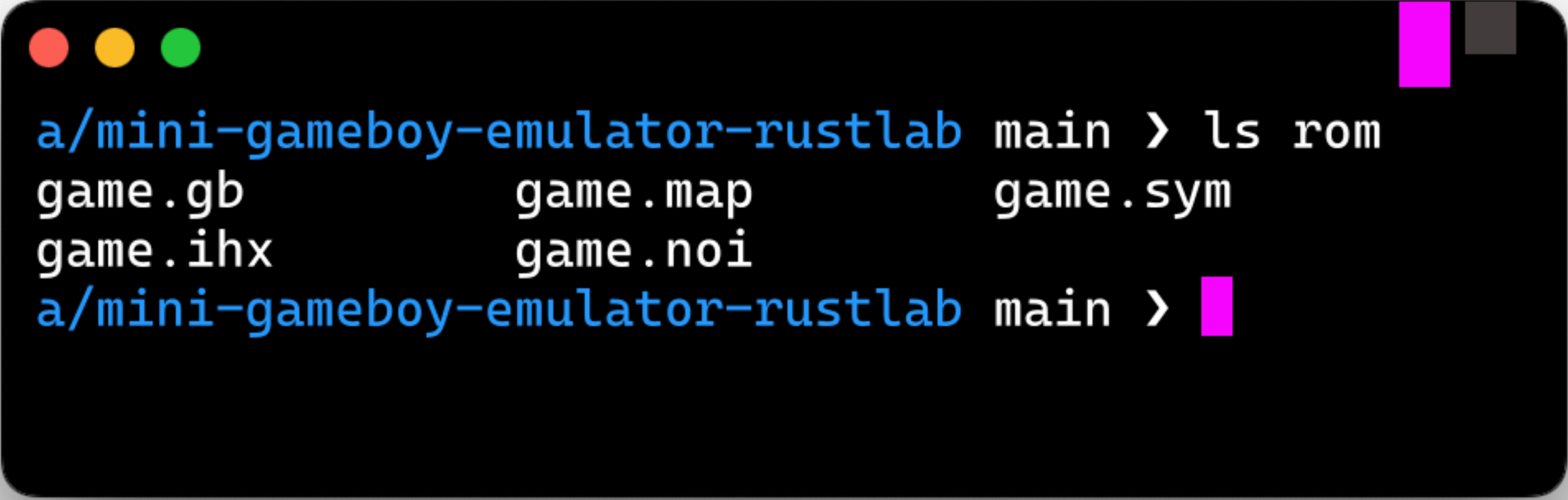


Created a **folder rom** that contains the game file, intel hexadecimal object, debugging maps and other stuff. For this talk we mostly care about the .gb format



```
a/mini-gameboy-emulator-rustlab main > ls rom
game.gb          game.map         game.sym
game.ihx         game.noι
a/mini-gameboy-emulator-rustlab main > █
```

For this talk I didn't want to have an unified render for multiple platforms.

Mostly because we want to **primary learn how a Game Boy works**, so if you have any expertise either with HTML5 Canvas (CanvasRenderingContext2D) or OpenGL is quite easy to contextualise what we are doing through the talk.