



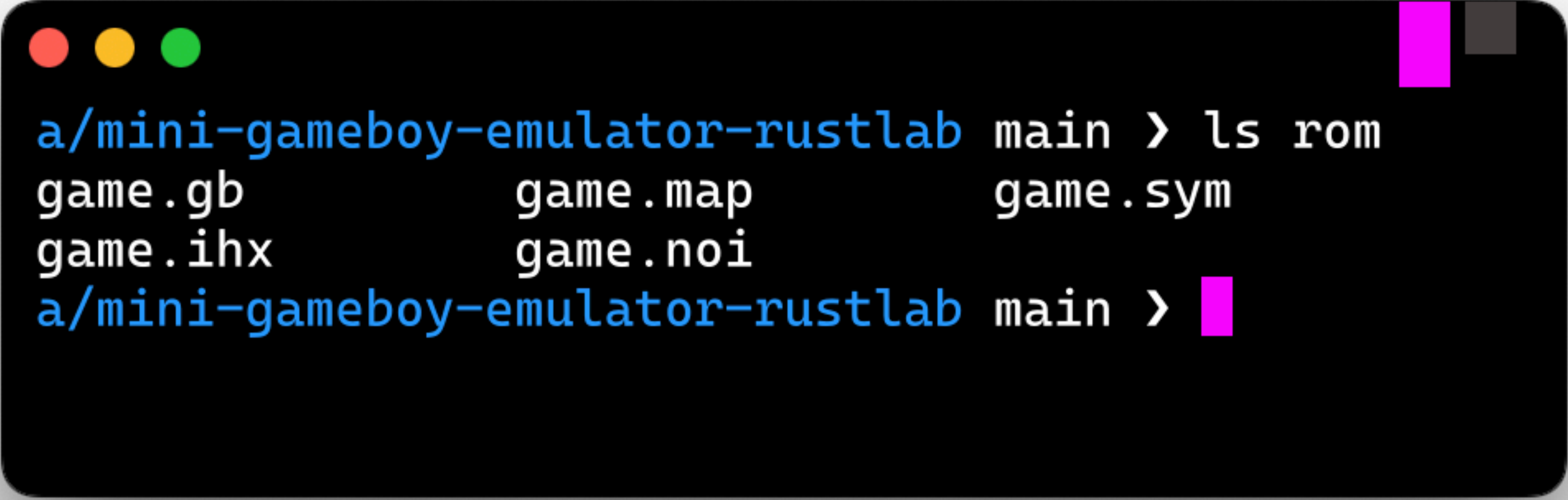


Testing our game using
Analog Pocket

analogue.co/pocket



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.noi
a/mini-gameboy-emulator-rustlab main > 
```