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.

```
[package]
name = "gameboy"
version = "0.1.0"
edition = "2021"

[[bin]]
name = "desktop"
path = "src/desktop.rs"

[lib]
name = "wasm"
path = "src/wasm.rs"
crate-type = ["cdylib"]
```

index.html
src/
　desktop.rs
　wasm.rs
　gameboy/
　　mod.rs