Program Title Tentative

Project Rush

Goal:

The program, code-named Rush, will do to video games what Netflix did to movies.

Play through the web or via apps games from all spectrums, such as NES, Sega Genesis, Super Nintendo, Playstation, and much more. It works by establishing emulators for each system type, then these emulators code (machine code) is translated into a virtual machine code. The virtual machine code is executed on the server, which is attached to a streaming service that allows for the graphics, sound, music, etc. all the instructions, to be visible remotely on the client-side.

Web Streaming Client (Shows video on browser and handles UI

Web Streaming Server

Provides Content to Client

Get game input

Virtual Machine

Runs Universal Gaming Machine Code or “UGMC”

Execute GENESIS code,GENESIS ROM code converted to UGMC code in real time

Execute SNES code, SNES ROM code converted to UGMC code in real time

Converts code:

1. For example draw ( assembly on SNES) to
2. Draw() command on cucstom command in UGMC Virtual Machine Code
3. Read UGMC, send command to draw in WebStream Client

Experimental Emulator

Convert to UGMC

SNES instruction

SNES File

Normal Emulator

Convert to UGMC

SNES Instruction (Interrupt?)

SNES File