sdmay19-25: Handheld Emulation Station
Semester 2 Week 7
3/25 - 3/29

Team Members
Jacob Nachman — *Meeting Facilitator*
Nick Lang — *Meeting Scribe*
Nic Losby — *Chief Engineer*
Sean Hinchee — *Test Engineer*
Matthew Kirpes — *Report Manager*

Summary of Progress this Report
This week was full of new project milestones. We successfully got the CPU to cycle by pulling information from the game ROM and execute commands stored at the address pointed to by the program counter. We got testing infrastructure refined and decided that we needed to scrap the designed power circuit for a newer one as we cannot get it to charge to the standards we desire.

Pending Issues
Finding a new power circuit, GPU implementation, screen renderer for the display, and get the case printed.

Plans for Upcoming Reporting Period
Jacob Nachman: Research into the GPU, work to learn SDL in order to render visuals to the screen.
Nic Losby: Scrap the power circuit and find one that works for purchase as time is running out.
Nick Lang: Further integrate memory and cpu and build on memory functionality.
Sean Hinchee: Continue refining tests and assist in finalizing implementations for emulator milestones for demo to Dr. Rursch.
Matthew Kirpes: Try to figure out how to integrate gpu with our cpu and memory.

Past Week Accomplishment
Jacob Nachman: Got the cpu to cycle with proper timing delay. Opcodes get executed as intended as well as write to/read from memory as intended.
Nic Losby: Worked on and ordered V2 of Button PCB. Ordered the power circuit as a separate PCB to help facilitate debugging.
Nick Lang: Created more tests for the memory unit.
Sean Hinchee: Added continuous development and other support systems to repository.
Matthew Kirpes: Worked on memory and cpu implementation.

Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours