

Team Status Report #4

3/9/19

This week we discussed the idea of using ray-tracing as a means of demonstrating our project. We spoke to Ken Mai about it and he agreed that it would be a good idea. We also got together to complete the design report.

The project is moving along according to schedule. David is still working on making the CPU core work, and Cyril is wrapping up the algorithmic logic we need for the FPU, with pipelining and resource sharing to come later.

Alex worked more on the assembler this week, with finding some more repositories that we needed to clone as part of the process, as well as researching more into how GCC work.