

FP-Game Schedule		Week 1 (2/22)	Week 2 (3/1)	Week 3 (3/8)	Week 4 (3/15)	Week 5 (3/22)	Week 6 (3/29)	Week 7 (4/5)	Week 8 (4/12)	Week 9 (4/19)	Week 10 (4/26)	Week 11 (5/3)
CPU												
Define system call interface			A/J									
Construct simple kernel which can switch to user mode				A								
Add memory protection to kernel					A							
Implement PPU driver					J							
Implement audio driver						A						
Implement controller driver									A			
Implement system calls										A		
Slack											A	A
PPU												
Design PPU interface			J									
Construct simple HDMI output	J											
Single-palette, non-scrolling tile engine				J								
Palette-indirect tile engine						J						
Sprites added to tile engine							A					
Scrolling added to tile engine							J					
Add scrolling foreground above sprites								J				
Implement layering between foreground layer and sprites										J		
Slack								A			J	J
Audio												
Design APU interface			A									
Research I2S	A											
Add audio buffer for samples to be sent over I2S			A									
Add interrupt for when buffer empties			A									
Slack				A								
Input												
Design controller interface	A											
Decide on controller	A											
Implement input protocol									A			
Expose to CPU									A			
Slack										A		
Class												
Design presentation slides			A/J									
Design presentation report			A/J									
Interim demo									A/J			
Final presentation											A/J	A/J
Final video											A/J	A/J
Final report											A/J	A/J