FP-GAme Schedule											
Task Weel	2/22	3/1	3/8	3/15	3/22	3/29	4/5	4/12	4/19	4/26	5/3
CPU											
Define System Call Interface		A/J									
Implement PPU Driver								J			
Implement Audio Driver						Α					
Implement Controller Driver					Α						
Implement Full Test Game								Α	A/J		
Slack										Α	Α
PPU											
Design PPU Interface		J									
HDMI - Video/Audio Bringup	J										
Timing and PPU FSM Design			J								
Row Buffers, VRAMs, CPU->VRAM Interface					J						
Sprite Engine							Α				
Tile Engines						J					
Video Demo							J				
Slack				J			A/J			J	J
Audio											
Design APU Interface		Α									
Research I2S	Α										
PCM Sample Buffer Transmit over I2S						Α					
APU -> CPU Interrupt on Buffer Empty						Α					
Slack						Α					
Input											
Design Controller Interface	Α										
Decide on Controller	Α										
Implement Input Protocol		Α									
Expose to CPU (Bring up FPGA -> CPU Interface)			Α								
Slack				Α							
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