

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					J				
Implement PPU driver						A						
Implement audio driver												
Implement controller driver				A								
Implement full test game								A		A/J		
Slack											A	A
PPU												
Design PPU interface			J									
Construct simple HDMI output	J											
DRAM Tile Fetch				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				
Slack									A/J		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 (bring up FPGA to CPU interface)				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