

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

