

Core Requirements:

- Emulate CPU to 100% accuracy
- Boot any NES ROM
 - Confirm that initial boot behavior is correctly implemented
 - Display title screen
- Get past menu screen
 - Some basic form of player I/O

Extra Features:

- Either XInput or DInput support
- Multiple games bootable
- Sprite-scrolling implemented

Presentation 1

- Emulation of basic NES CPU behavior based on documentation
- Debug main CPU loop and show values in registers and memory

Presentation 2

- Booting a ROM
 - Tentative: displaying menu screen

Presentation 3

- Booting a ROM and going past the menu screen
 - Tentative: some modicum of gameplay