SPA 4 - Part A

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https://github.com/shinysocks/csc2210/tree/main/morsecoder

morsecoder is a prototype for a game project to "gamify" decoding morse code from user input. The core game engine being used to handle keyboard events, visuals, and audio is raylib.

Node MorseTree Person Sound Cat -data -root -keyFrames -dot\_sound -keyFrames -dash\_sound -right +add(E, string) -animate\_dot(bool) -add(E, string, Node) +sing\_letter(char) +animate() +Node(E) +play\_dot(bool) +decode(string) +listening() +Node(E, Node, Node) -decode(string, node)

