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. While the game will eventually contain a visual window, for this prototype, only a terminal experience will be implemented.

The core game engine being used to handle key events and audio is raylib.

Person
Cat
Sound
-keyFrames
-dot_sound
-dash_sound
-left
-right
-add(E, string)
-add(E, string)
-add(E, string, Node)
+hode(E)
+Node(E)
+Node(E, Node, Node)
-decode(string, node)

