

SPA 4 - Part A

Noah Dinan

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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.



