



START NEW GAME







STANTIS BARCO MIPCO NIENTS

CHARACTER CONCEPTS



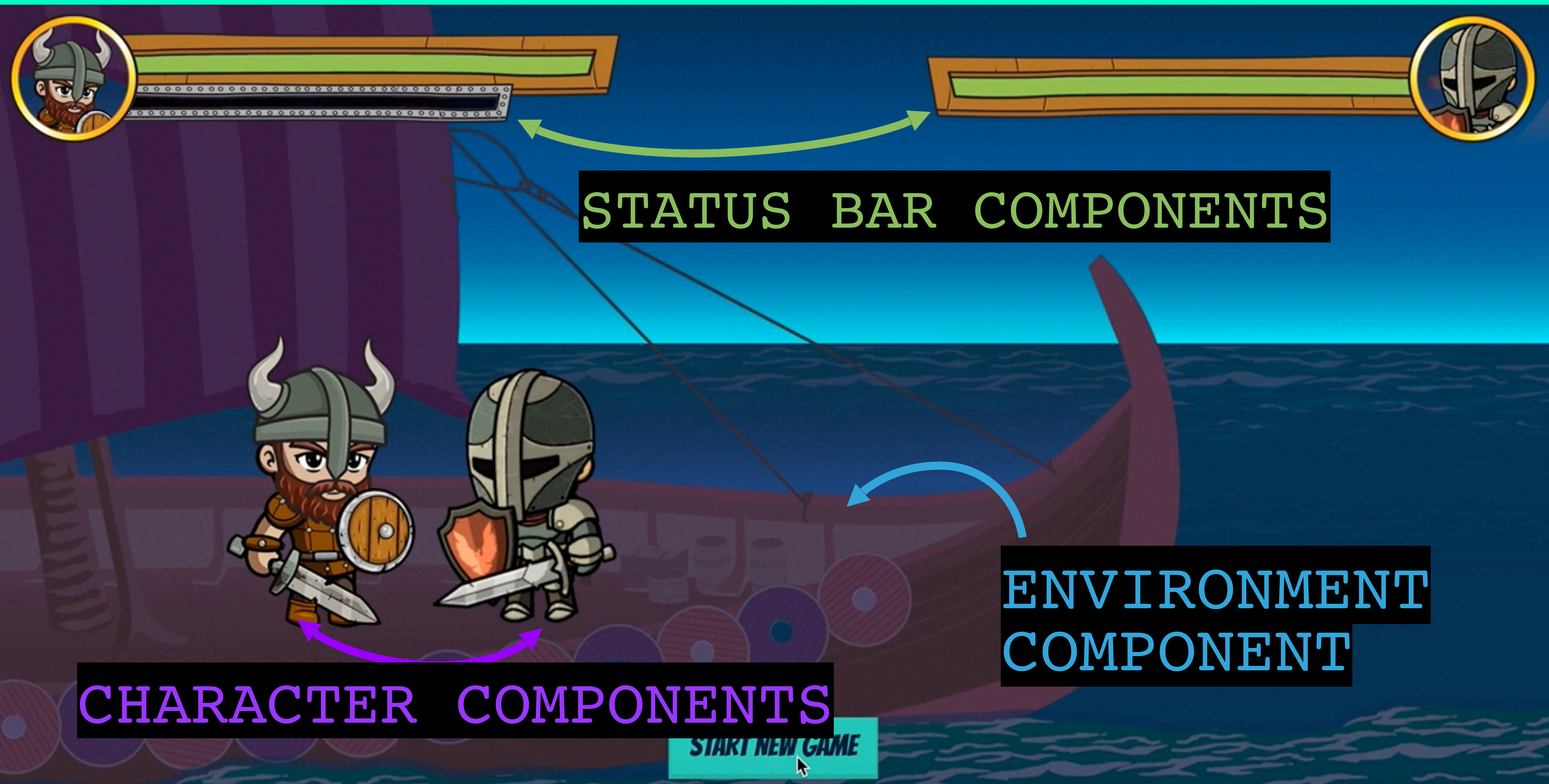
ENVIRONMENT

COMPONENT



START NEW GAME

USING COMPONENTS



STATUS BAR COMPONENTS

ENVIRONMENT COMPONENT

CHARACTER COMPONENTS

START NEW GAME

APP.VUE FILE

```
<div class="row-fixed-top">
  <StatusBar :character="player" :hasMana="true" />
  <StatusBar :character="enemy" :hasMana="false" />
</div>

<Environment>
  <Character characterName="viking" :animationName="player.animation" />
  <Character characterName="enemy" :animationName="enemy.animation" />
</Environment>

<transition name="bounce" mode="out-in">
  <div v-if="!gameIsRunning" key="startButton" class="controls">
    <button @click="startGame" autofocus="autofocus">
      START NEW GAME
    </button>
  </div>
</transition>
```