

APP.VUE FILE

```
methods: {  
  updateAnimation(character, newValue, oldValue){  
  
  startGame() {  
  
  attack() {  
  
  increaseMana() {  
  
  specialAttack() {  
  
  heal() {  
  
  enemyAttacks() {  
  
  calculateDamage(min, max) {  
  
  checkWin() {  
  
},
```


USING COMPONENTS

