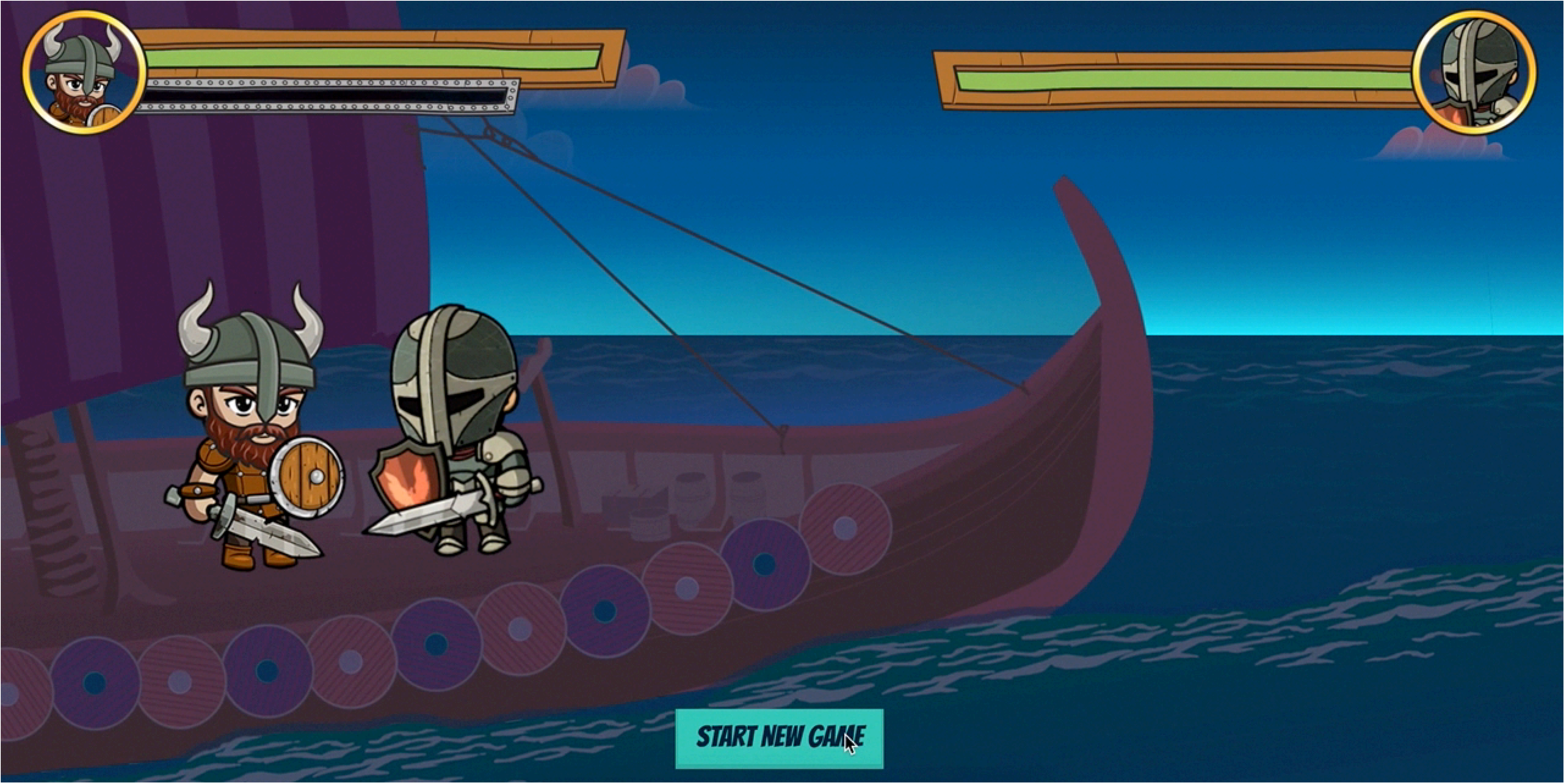
THE GAME SEQUENCE


START NEW GAME

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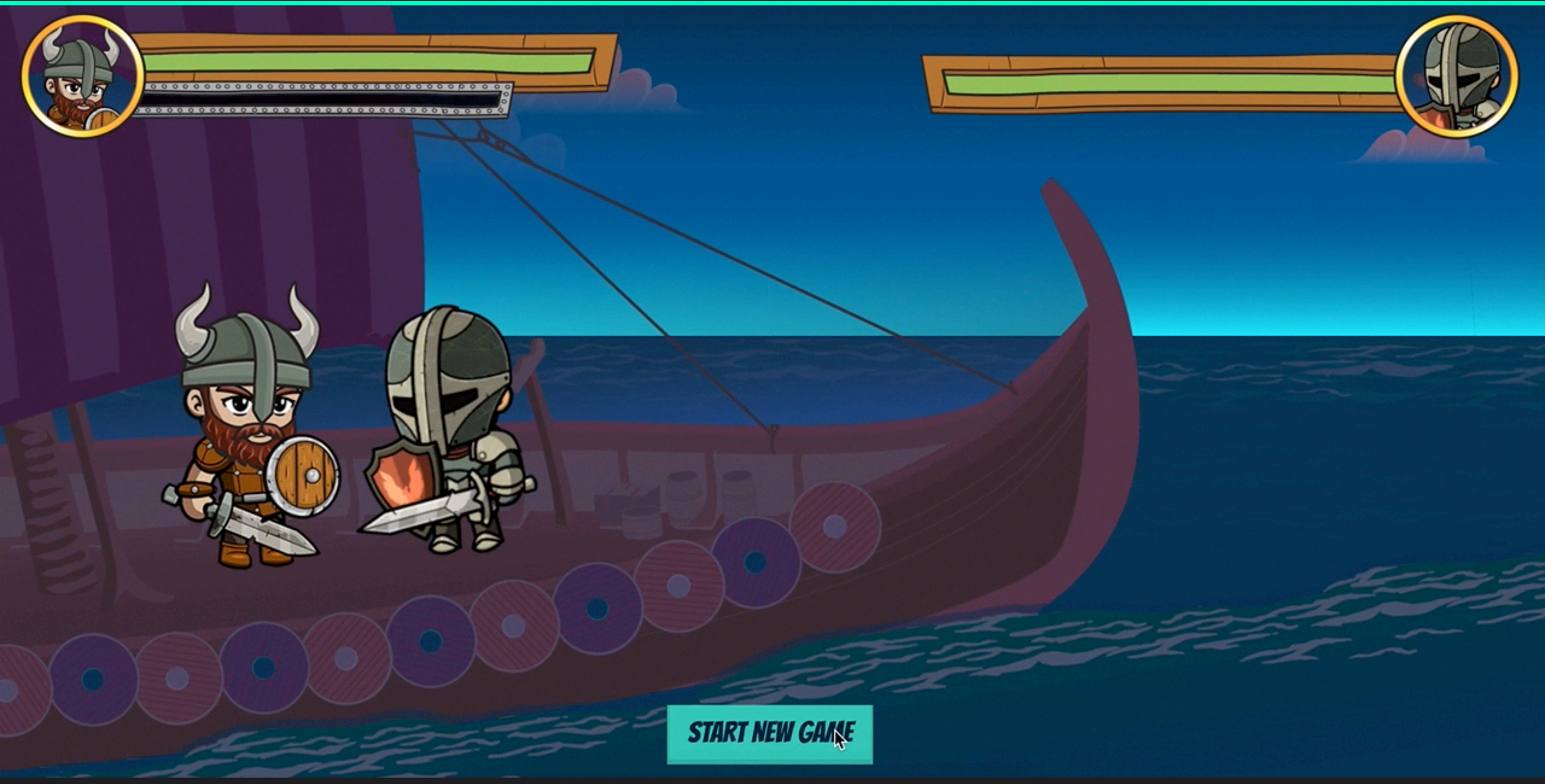

APP.VUE FILE

```
data() {
  return {
    player: {
      animation: 'idle',
      imagePath: require(`@/images/viking/profile.jpg`),
      health: 100,
      mana: 0,
    },
    enemy: {
      animation: 'idle',
      imagePath: require(`@/images/enemy/profile.jpg`),
      health: 100,
    },
    gameIsRunning: false,
    animationDelay: 300,
  }
},
```