











**START NEW GAME**

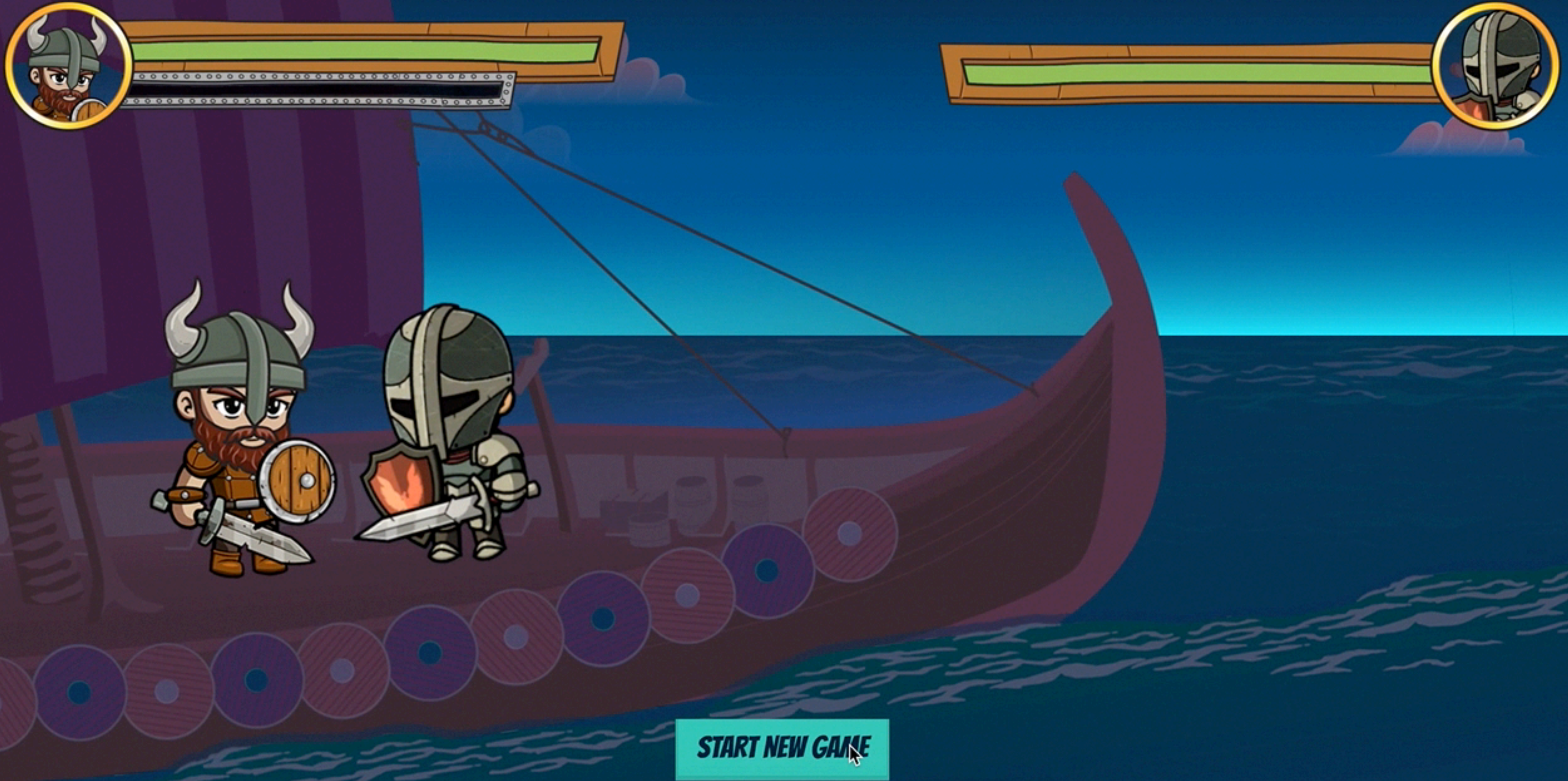




**START NEW GAME**



# THE GAME SEQUENCE





# 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,  
  }  
},
```