











## 530px; 530px;



```
.character {
position: absolute;
z-index: 100;
width: 530px;
height: 530px;
background-size: 5345px;
animation-duration: .8s;
animation-timing-function: steps(10);
animation-iteration-count: infinite;
& enemy {
  transform: scale(-1, .1);
```



## SPRITE ANIMATIONS



## ENVIRONMENT.VUE FILE

