

CSC 3620 – Project 2

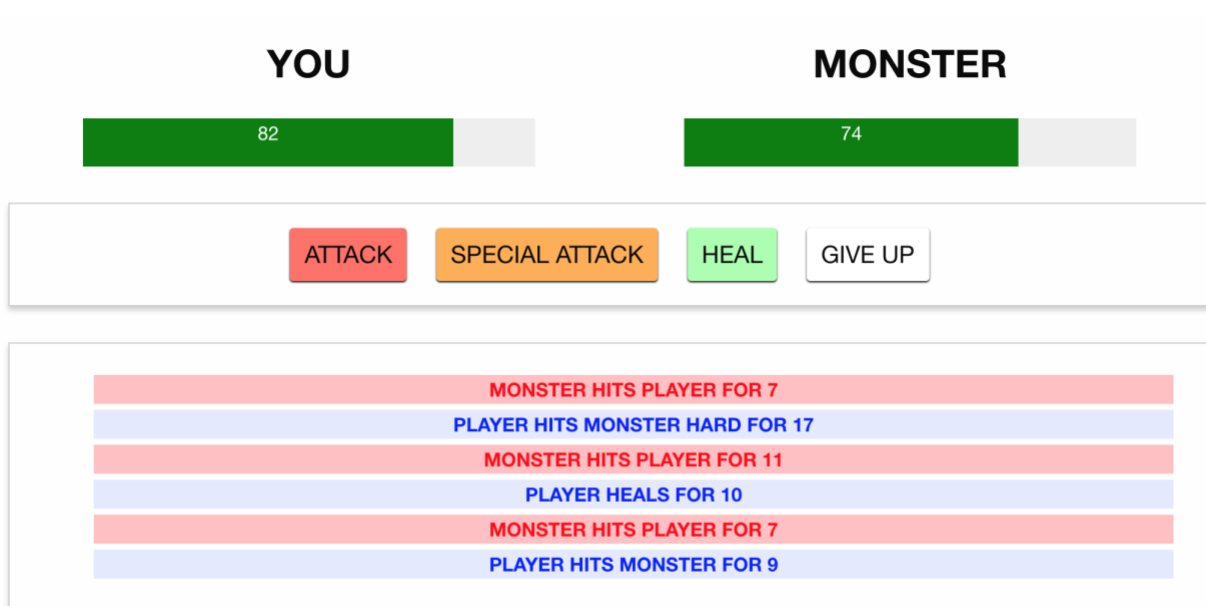
This assignment is about using Vue to build a simple web application.

Overview

In this assignment, you will build a simple monster battle app. To help with this, you have been provided a starter file with the HTML and CSS you will need when you set up your application.

You will need to create a new Vue project and incorporate the CSS and HTML into it. You'll then need to build out the Vue application for the functionality listed below. For this assignment you can create a single component or you can create multiple components if you wish.

Appearance



To see an animation of the game in action, click the following link:

<http://jmp.sh/ug6ksiH>

Moves

New Game: When the user clicks new game you will reset the player and monster health bars, clear out the user actions list, and load the battle menu buttons.

Attack: When attacking the monster you do random damage between 3 and 10 and should add a message to the actions section showing the player hit the monster for X damage.

Special Attack: When attacking the monster you do random damage between 10 and 20 and should add a message to the actions section showing the player hit the monster really hard for X damage.

Heal: When healing you heal 10 health and should add a message to the actions section saying the player heals for 10.

Give Up: Giving up remove all of the battle option buttons and puts the start new game button back in place.

Custom Move: Create a custom move for your character to do and add it to the game as well.

The Monster

On the monster's turn the monster does between 5 and 12 damage and you should add a message to the actions section showing the monster hit the player for X damage.

The Game

The monster moves after each player move (except for giving up). After each action you should check to see if the player wins or loses. If so, use an alert to tell the user the result and ask if they would like to start a new game. If they say yes reset everything for a new game. If not just clear the alert and leave the game as is, but remove the battle options and put start a new game button in place.

Grading

To Earn a C

- All four actions (Attack, Special Attack, Heal, Give Up) implemented and working properly
- Player and monster health bars implemented and working properly
- Messages are appearing in the action log

To Earn a B

- Complete all C tasks plus
- Action log must match content and styling exactly
- Winning and losing implemented properly

To Earn an A

- Game reset after win/lose implemented correctly
- Custom attack/ability added
- No other issues or deviations present in project