


```
attack() {  
    this.increaseMana();  
    this.updateAnimation(this.player, 'idle', 'attacking');  
    var damage = this.calculateDamage(5, 10);  
    this.enemy.health -= damage;  
  
    if (this.isGameOver()) {  
        return;  
    }  
    this.enemyAttacks();  
},
```




```
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,  
  }  
},
```


THE GAME SEQUENCE

```
attack() {  
    this.increaseMana();  
    this.updateAnimation(this)  
    var damage = this.calculateDamage();  
    this.enemy.health -= damage;  
  
    if (this.isGameOver()) {  
        return;  
    }  
  
    this.enemyAttacks();  
},
```

```
isGameOver() {  
    if (this.enemy.health <= 0) {  
        this.updateAnimation(this.enemy, 'dead', 'dying');  
        this.dialogTitle = 'You won!';  
        this.showDialog = true;  
        return true;  
    } else if (this.player.health <= 0) {  
        this.updateAnimation(this.player, 'dead', 'dying');  
        this.dialogTitle = 'You lost!';  
        this.showDialog = true;  
        return true;  
    }  
    return false;  
}
```


THE GAME SEQUENCE

```
attack() {  
    this.increaseMana();  
    this.updateAnimation(this.player);  
    var damage = this.calculateDamage();  
    this.enemy.health -= damage;  
  
    if (this.isGameOver()) {  
        return;  
    }  
    this.enemyAttacks();  
},
```

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

