







```
<script>
import Character from '@components/Character'
import Environment from '@components/Environment'
import StatusBar from '@components/StatusBar'

export default {
  name: 'app',

  components: {
    Character,
    Environment,
    StatusBar
  },
}
```

# 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,  
  }  
},
```



# APP.VUE FILE

```
<script>
import Character from '@components/Character'
import Environment from '@components/Environment'
import StatusBar from '@components/StatusBar'

export default {
  name: 'app',

  components: {
    Character,
    Environment,
    StatusBar
  },
}
```