







```
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

```
methods: {  
  updateAnimation(character, newValue, oldValue){  
  
  startGame() {  
  
  attack() {  
  
  increaseMana() {  
  
  specialAttack() {  
  
  heal() {  
  
  enemyAttacks() {  
  
  calculateDamage(min, max) {  
  
  checkWin() {  
  
},
```



# APP.VUE FILE

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