APP.VUE FILE

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methods: {
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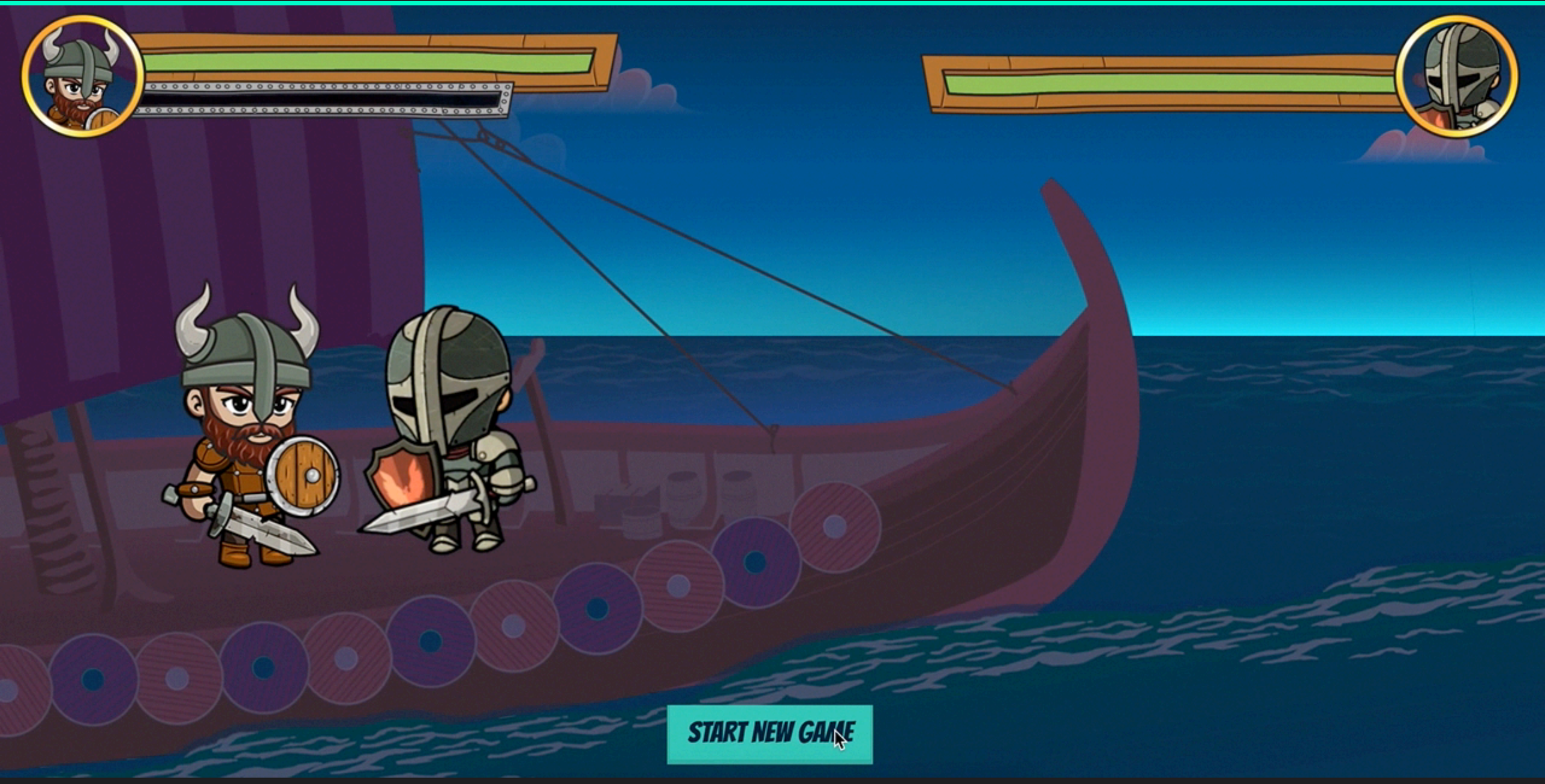
    startGame() {…
    attack() {…
    increaseMana() {…
    specialAttack() {…
    heal() {…
    enemyAttacks() {…
    calculateDamage(min, max) {…
    checkWin() {…
},
```

THE GAME SEQUENCE



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