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<template>
  <main>
    <section v-if="!hasStarted" class="Splash">
      <h1>Live</h1>
      <p>A game about survival</p>
      <p>What's your name, survivor?</p>
      <form @submit.prevent="start">
        <input
          type="text"
          v-model="startUsername"
          required>
        <button
          type="submit"
          class="Btn">
            New Game
          </button>
        </form>
      </section>
    <main-component v-else></main-component>
  </main>
</template>

<script>
import { mapState, mapGetters, mapMutations } from 'vuex'
import MainComponent from '@/views/Main'

export default {
  data() {
    return {
      hasStarted: false,
      startUsername: ''
    }
  },
  components: {
    MainComponent
  },
  computed: {
    ...mapState(['username'])
  },
  created() {
    this.initUsername()
    this.startUsername = this.username
  },
  methods: {
    ...mapMutations(['initUsername', 'setUsername']),
    start() {
      this.setUsername(this.startUsername)
      this.hasStarted = true
    }
  }
}
</script>

<style lang="scss">
@import './assets/styles/index';

body {
  margin: 0;
  font-family: 'Fira Mono', monospace;
  font-size: .95em;
  overscroll-behavior: contain;
}
li {
  margin: 1em 0;
}
.Splash {
  padding: 3em 0 4em;
  text-align: center;
}
</style>

```

- src
- assets
- components
 - ▼ Alert.vue
 - ▼ CampUpgrades.vue
 - ▼ CraftableItem.vue
 - ▼ DaysCounter.vue
 - ▼ Fire.vue
 - ▼ GameOver.vue
 - ▼ GameStatusButton.vue
 - ▼ Item.vue
 - ▼ List.vue
 - ▼ MobileMenu.vue
 - ▼ Modal.vue
 - ▼ Notification.vue
 - ▼ Ranking.vue
 - ▼ Stats.vue
 - ▼ WaterCollector.vue

Control del estado