__Assignment VueJS – Mini project: Game__

Expand & Develop on the game

- Create more stages for the health bar color:
    - Green, Orange, Red
    - Gradient color
- Create more stages for the image
    - Getting more and more hit at different "health" level
- Interpolate out the Current Health in a number
- Interpolate out the damage taken
- Create a math random for damage, so it is not just 10.
    - Example: Damage range from 1-10

- Add your own stuff and functionality to the "game"