

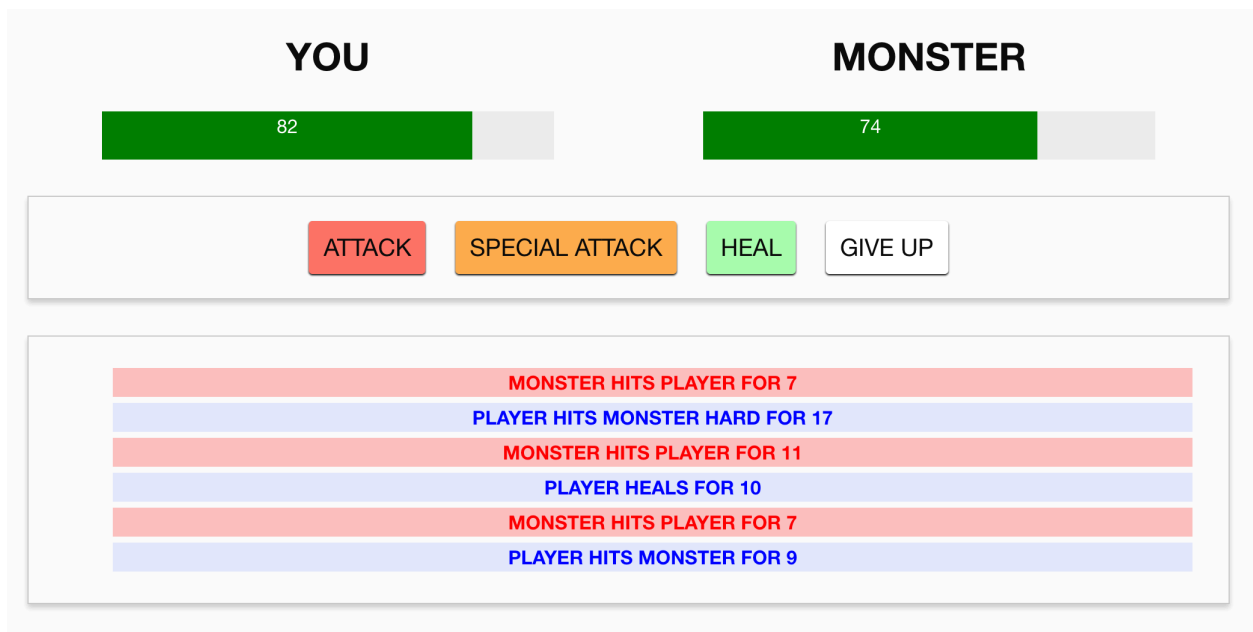
CSC 3620 – Project 2

This assignment is about using Vue to build a simple web application.

Overview

In this assignment, you will build a simple monster battle app. To help with this, you have been provided a starter file with the HTML and CSS you will need.

Appearance



To see an animation of the game in action, click the following link:

<http://jmp.sh/ug6ksiH>

Moves

New Game: When the user clicks new game you will reset the player and monster health bars, clear out the user actions list, and load the battle menu buttons.

Attack: When attacking the monster you do random damage between 3 and 10 and should add a message to the actions section showing the player hit the monster for X damage.

Special Attack: When attacking the monster you do random damage between 10 and 20 and should add a message to the actions section showing the player hit the monster really hard for X damage.

Heal: When healing you heal 10 health and should add a message to the actions section saying the player heals for 10.

Give Up: Giving up remove all of the battle option buttons and puts the start new game button back in place.

The Monster

On the monster's turn the monster does between 5 and 12 damage and you should add a message to the actions section showing the monster hit the player for X damage.

The Game

The monster moves after each player move (except for giving up). After each action you should check to see if the player wins or loses. If so, use an alert to tell the user the result and ask if they would like to start a new game. If they say yes reset everything for a new game. If not just clear the alert and leave the game as is, but remove the battle options and put start a new game button in place.