











**START NEW GAME**

Elements

Console

Sources

Network

Performance

Memory

Application

<!-->

<div class="row-fixed-top">...</div>

<div class="background"> == \$0

▶ <ul class="clouds">...</ul>

▶ <div class="ocean">...</div>

▶ <div class="ship">...</div>

</div>

<div class="controls">...</div>

</div>

<script src="/dist/build.js"></script>

</body>

</html>

**START NEW GAME**

Elements

Console

Sources

Network

Performance

Memory

Application

<!-->

<div class="row-fixed-top">...</div>

<div class="background"> == \$0

▶ <ul class="clouds">...</ul>

▶ <div class="ocean">...</div>

▶ <div class="ship">...</div>

</div>

<div class="controls">...</div>

</div>

<script src="/dist/build.js"></script>

</body>

</html>



**START NEW GAME**

Elements

Console

Sources

Network

Performance

Memory

Application

lv id= app

<!-->

<div class="row-fixed-top">...</div>

<div class="background"> == \$0

▶ <ul class="clouds">...</ul>

▶ <div class="ocean">...</div>

▶ <div class="ship">...</div>

</div>

<div class="controls">...</div>

</div>

<script src="/dist/build.js"></script>

</body>

</html>



# TRANSITIONS

**START NEW GAME**

Elements

Console

Sources

Network

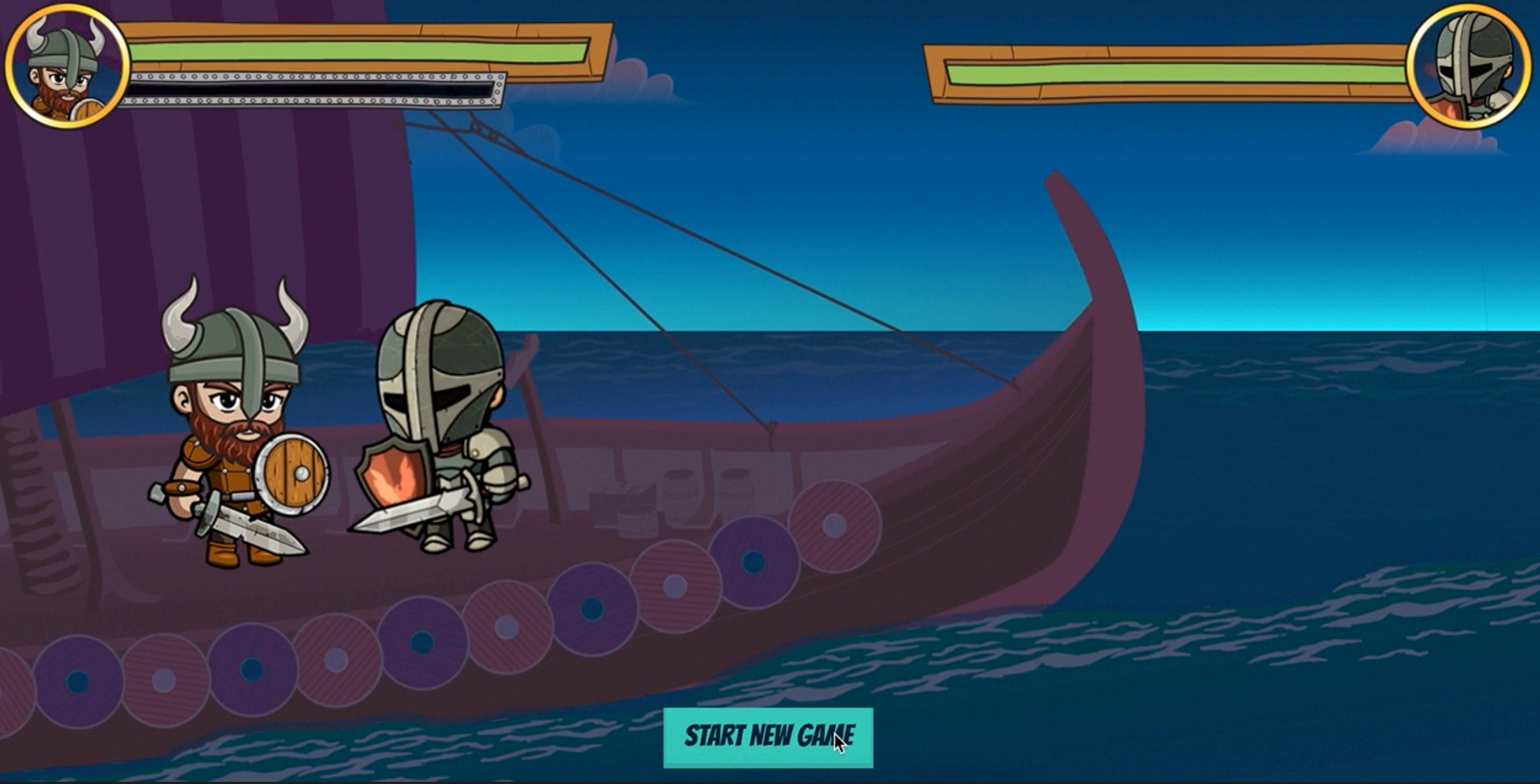
Performance

Memory

Application

```
<!-->
<div class="row-fixed-top">...</div>
<div class="background"> == $0
  ▶ <ul class="clouds">...</ul>
  ▶ <div class="ocean">...</div>
  ▶ <div class="ship">...</div>
</div>
<div class="controls">...</div>
<div>
<script src="/dist/build.js"></script>
</div>
```





REF: [github.com/krystalcampioni/monster-slayer](https://github.com/krystalcampioni/monster-slayer)