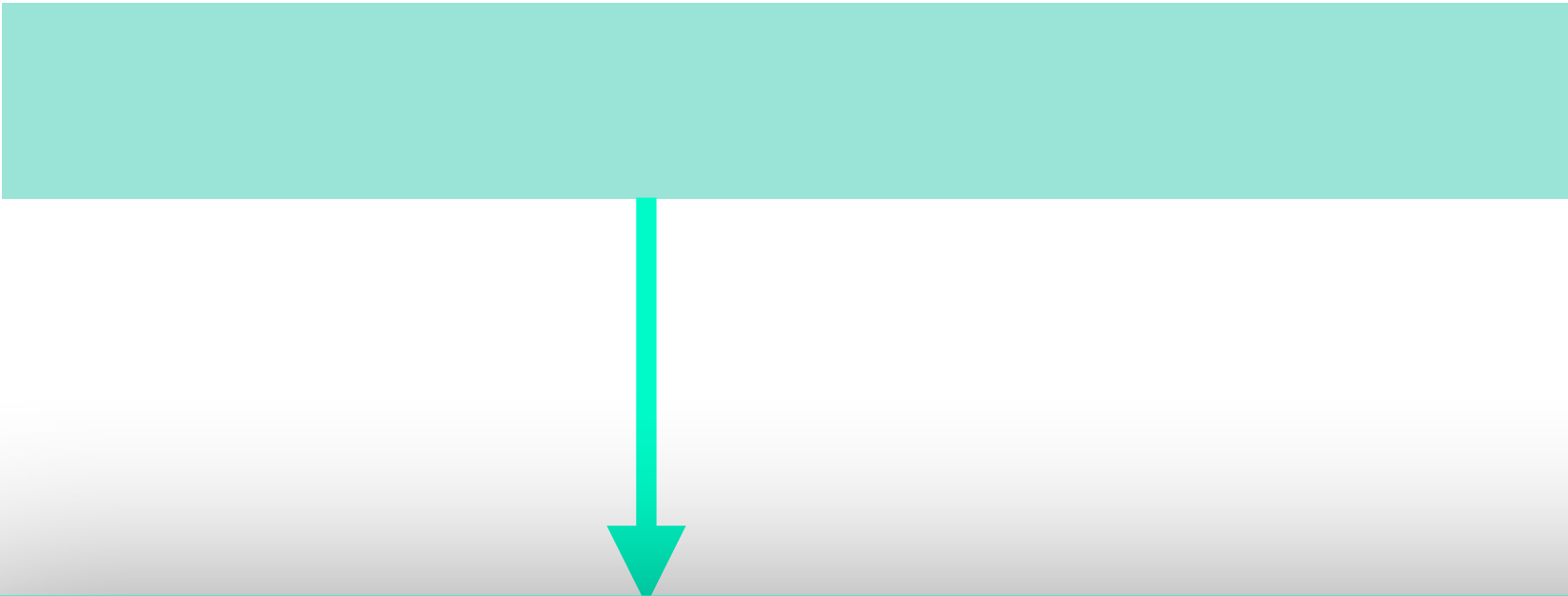



```
.controls(v-else key="gameControls")  
  button.controls__button.-attack(@click="attack") ATTACK  
  button.controls__button.-specialAttack(  
    @click="specialAttack"  
    :class='{ "-isDisabled" : player.mana !== 100 }'  
  ) SPECIAL ATTACK  
  button.controls__button(@click="giveUp") GIVE UP
```



```
attack() {  
    this.increaseMana();  
    this.updateAnimation(this.player, 'idle', 'attacking');  
    var damage = this.calculateDamage(5, 10);  
    this.enemy.health -= damage;  
  
    if (this.isGameOver()) {  
        return;  
    }  
    this.enemyAttacks();  
},
```



```
increaseMana() {  
  if (this.player.mana < 100) {  
    this.player.mana += 25  
  }  
},
```


THE GAME SEQUENCE

```
attack() {  
  this.increaseMana();  
  this.updateAnimation(this.player, 'idle', 'attacking');  
  var damage = this.calculateDamage(5, 10);  
  
  increaseMana() {  
    if (this.player.mana < 100) {  
      this.player.mana += 25  
    }  
  },  
  this.enemyAttacks();  
},
```


THE GAME SEQUENCE

```
attack() {  
    this.increaseMana();  
    this.updateAnimation(this.player, 'idle', 'attacking');  
    var damage = this.calculateDamage(5, 10);  
    this.enemy.health -= damage;  
  
    if (this.isGameOver()) {  
        return;  
    }  
    this.enemyAttacks();  
},
```