

THE GAME SEQUENCE

```
attack() {  
    this.increaseMana();  
    this.updateAnimation(this)  
    var damage = this.calculateDamage();  
    this.enemy.health -= damage;  
  
    if (this.isGameOver()) {  
        return;  
    }  
  
    this.enemyAttacks();  
},
```

```
isGameOver() {  
    if (this.enemy.health <= 0) {  
        this.updateAnimation(this.enemy, 'dead', 'dying');  
        this.dialogTitle = 'You won!';  
        this.showDialog = true;  
        return true;  
    } else if (this.player.health <= 0) {  
        this.updateAnimation(this.player, 'dead', 'dying');  
        this.dialogTitle = 'You lost!';  
        this.showDialog = true;  
        return true;  
    }  
    return false;  
}
```


ENVIRONMENT.VUE FILE

