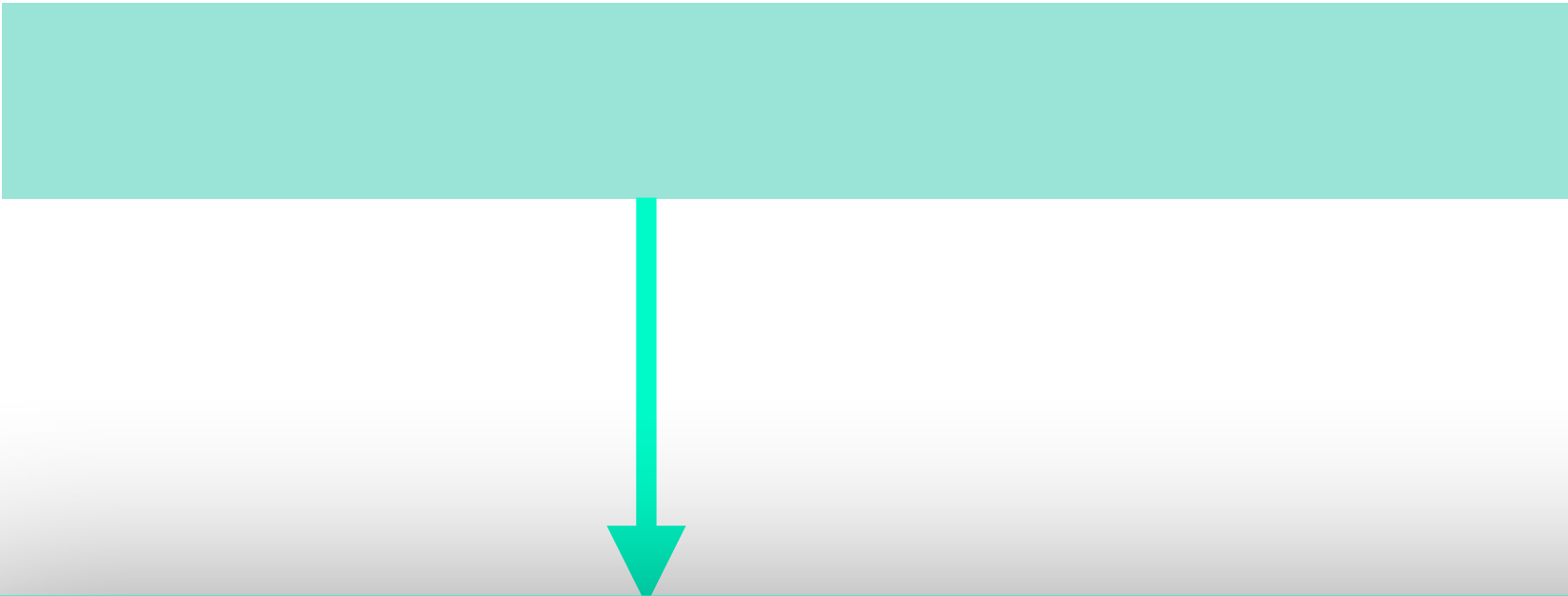



```
.controls(v-else key="gameControls")
  button.controls__button.-attack(@click="attack") ATTACK
  button.controls__button.-specialAttack(
    @click="specialAttack"
    :class='{ "-isDisabled" : player.mana !== 100}'
  ) SPECIAL ATTACK
  button.controls__button(@click="giveUp") GIVE UP
```




```
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();  
},
```

A red arrow points from the `this.increaseMana();` line in the `attack()` function to the `increaseMana()` function definition, which is enclosed in a red rectangular box.

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();  
},
```