











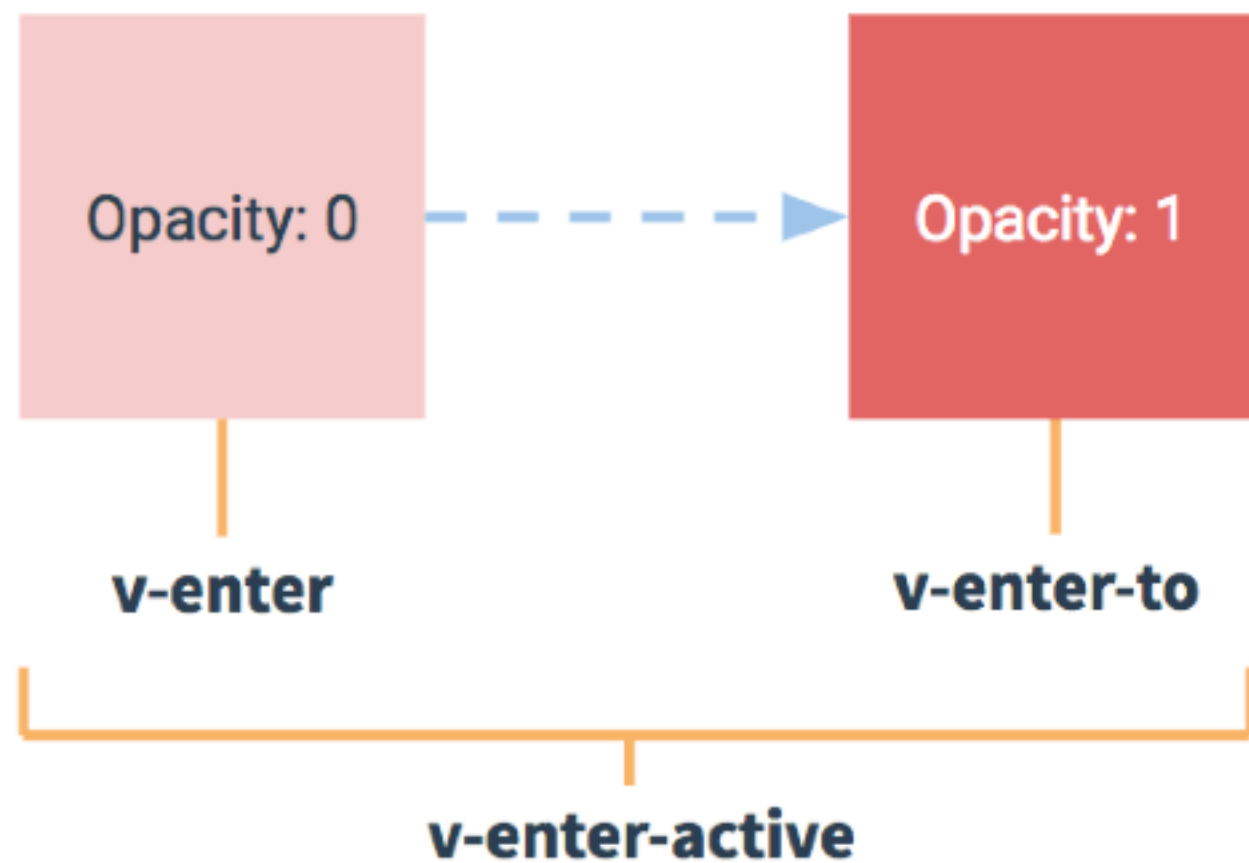
The background features a series of overlapping circles on the left side, each filled with a purple-to-blue gradient and containing a smaller solid blue circle. The right side of the image is a solid dark teal color. A teal rectangular button with a slight gradient is positioned in the center, containing the text "START NEW GAME" in a bold, italicized, black sans-serif font. A white mouse cursor arrow is pointing at the bottom right corner of the button.

***START NEW GAME***

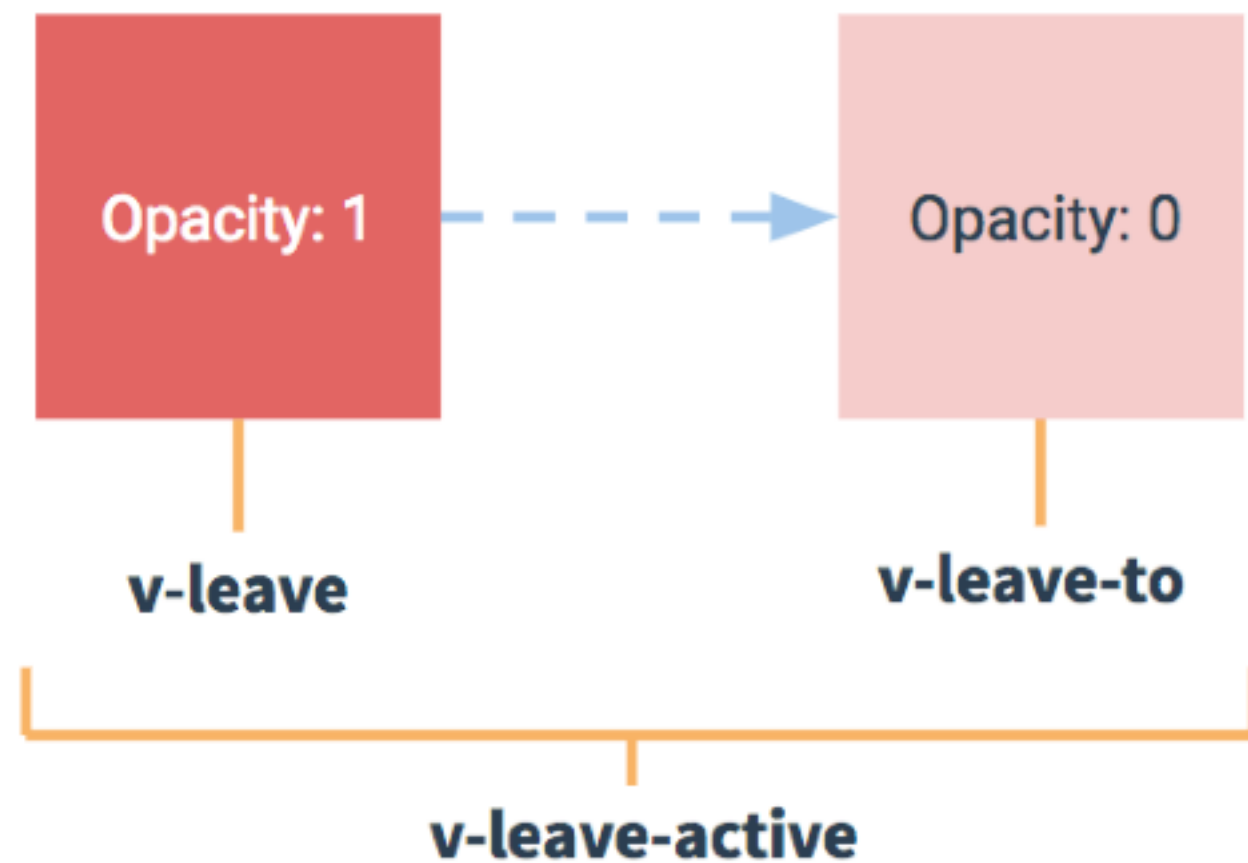
```
transition(name="bounce" mode="out-in")
  .controls(v-if="!gameIsRunning" key="startButton")
    button.controls__button.-startGame(@click="startGame" autofocus) START NEW GAME

  .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
```

## Enter



## Leave



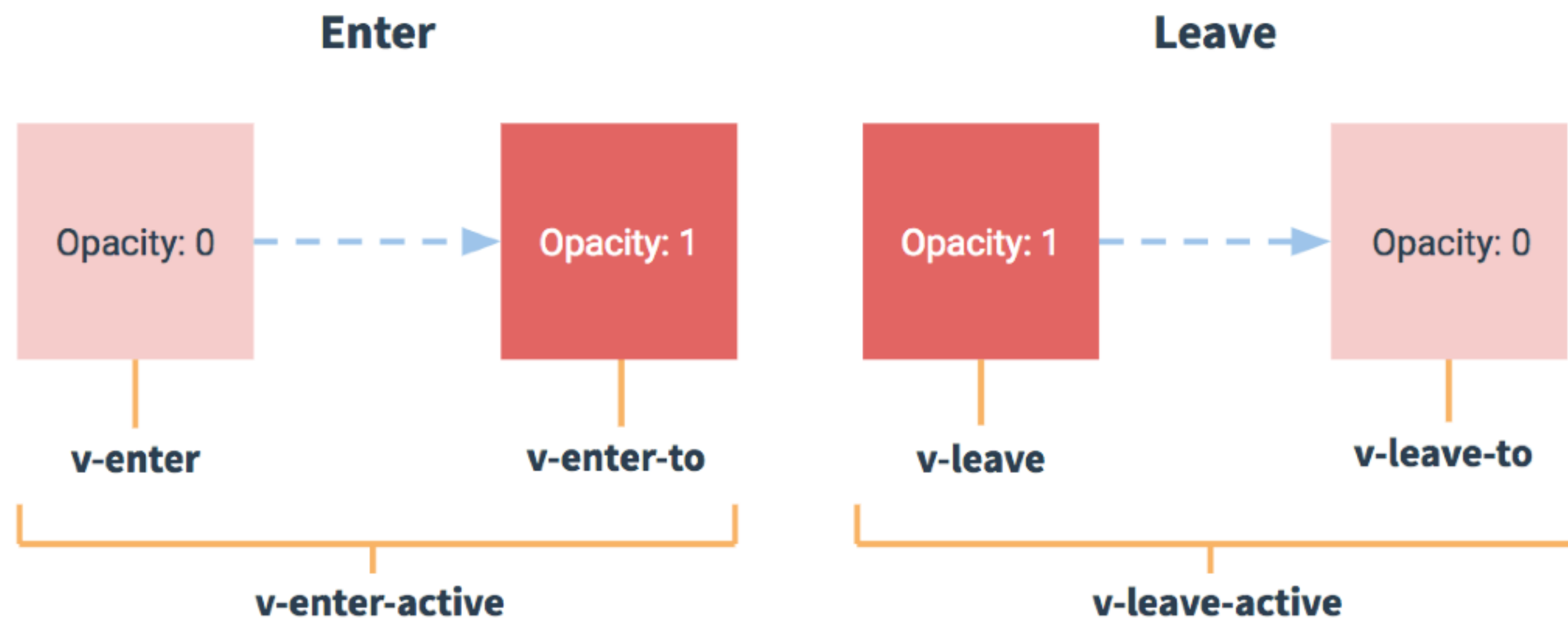


The background features a series of overlapping circles with a purple-to-blue gradient and diagonal hatching. A teal rectangular button with a white border is positioned in the lower center. A white mouse cursor arrow points at the bottom right corner of the button. The overall color palette is dominated by dark purples, blues, and a bright teal for the button.

***START NEW GAME***

# TRANSITIONS

```
transition(name="button-enter",
  .controls(v-if="player mana > 100")
  button.controls
    .controls(v-else="player mana > 100")
    button.controls
      @click="specialAttack"
      :class='{ "-isDisabled" : player.mana !== 100}'
    ) SPECIAL ATTACK
  button.controls__button(@click="giveUp") GIVE UP
```



RT NEW GAME



# TRANSITIONS



**START NEW GAME**

```
transition(name="bounce" mode="out-in")
  .controls(v-if="!gameIsRunning" key="startButton")
    button.controls__button.-startGame(@click="startGame" autofocus) START NEW GAME

  .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
```