


```
.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.checkWin()) {  
    return;  
  }  
  this.enemyAttacks();  
},
```


THE GAME SEQUENCE

```
.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.-specialAttack
```



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


THE GAME SEQUENCE

```
.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.-specialAttack
```



```
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();
},
```