```
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();
},
```

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if (this.isGameOver()) {
```

# THE GAME SEQUENCE

```
updateAnimation(character, afterAnimation, currentAnimation){
    character.animation = currentAnimation;

    setTimeout(() => {
        character.animation = afterAnimation;
    }, this.animationDelay);
},
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