







```
<div class="row-fixed-top">
  <StatusBar :character="player" :hasMana="true" />
  <StatusBar :character="enemy" :hasMana="false" />
</div>

<Environment>
  <Character characterName="viking" :animationName="player.animation" />
  <Character characterName="enemy" :animationName="enemy.animation" />
</Environment>

<transition name="bounce" mode="out-in">
  <div v-if="!gameIsRunning" key="startButton" class="controls">
    <button @click="startGame" autofocus="autofocus">
      START NEW GAME
    </button>
  </div>

  <div v-else key="gameControls" class="controls">
    <button @click="attack">
      ATTACK
    </button>
    <button @click="specialAttack" :disabled="player.mana !== 100">
      SPECIAL ATTACK
    </button>
    <button @click="giveUp">
      GIVE UP
    </button>
  </div>
</transition>
```



```
<Dialog :action="startGame" :title="dialogTitle" v-if="showDialog" />
```

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<div class="row-fixed-top">
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  <StatusBar :character="player" :hasMana="true" />
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</div>
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<Environment>
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  <Character characterName="viking" :animationName="player.animation" />
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```
  <Character characterName="enemy" :animationName="enemy.animation" />
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  <div v-else key="gameControls" class="controls">
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    <button @click="attack">ATTACK</button>
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    <button @click="specialAttack"
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```
      :class="{ '-isDisabled': player.mana !== 100 }">SPECIAL ATTACK</button>
```

```
    <button @click="giveUp">GIVE UP</button>
```

```
  </div>
```

```
</transition>
```



```
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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