









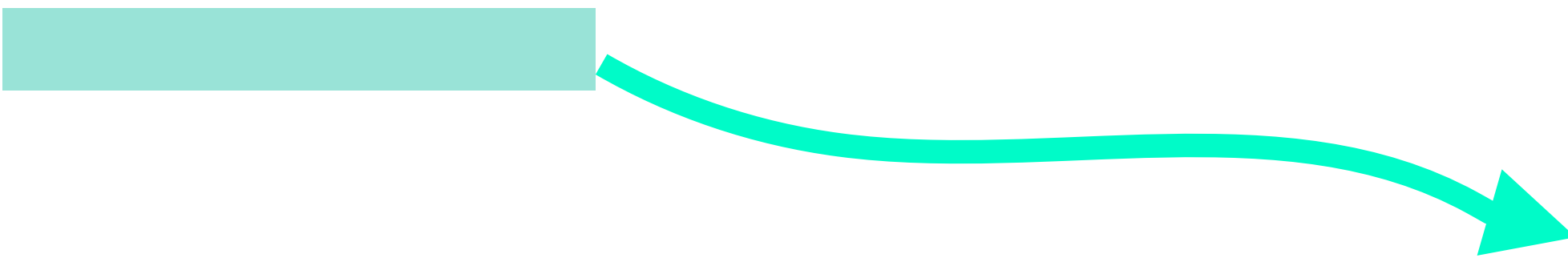


The background features a series of overlapping circles on the left side, each filled with a purple-to-blue gradient and containing a smaller solid blue circle. The right side of the image is a solid dark teal color. A teal rectangular button with a slight gradient is positioned in the lower-middle section.

***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
```



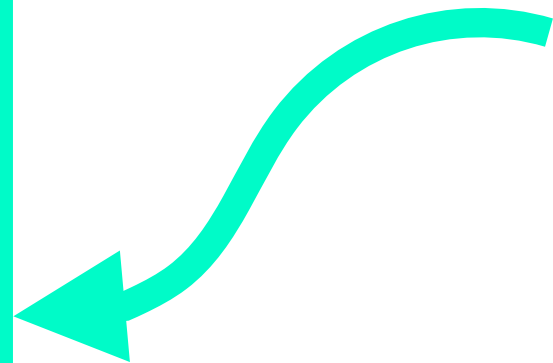
```
// Bounce =====
```

```
.bounce-enter-active {  
  animation: jump .5s ease-in-out;  
}
```

```
.bounce-leave-active {  
  animation: jump .5s ease-in-out reverse;  
}
```



```
@keyframes jump {  
  0% {  
    transform: translateY(250px) scale(0);  
  }  
  50% {  
    transform: translateY(-10px) scale(1.2);  
  }  
  100% {  
    transform: translateY(0px) scale(1);  
  }  
}
```



The background features a series of overlapping purple circles with diagonal line patterns, each containing a small dark blue dot. A teal rectangular button with a white mouse cursor is positioned in the center. The background also includes dark blue wavy lines at the bottom and top edges.

***START NEW GAME***

# TRANSITIONS

**START NEW GAME**

```
transition(name="bounce" mode="out-in")  
  .controls(v-if="!gameIsRunning" key="startBut
```

```
@keyframes jump {  
  0% {  
    transform: translateY(250px) scale(0);  
  }  
  50% {  
    transform: translateY(-10px) scale(1.2);  
  }  
  100% {  
    transform: translateY(0px) scale(1);  
  }  
}
```

```
// Bounce =====  
  
.bounce-enter-active {  
  animation: jump .5s ease-in-out;  
}  
  
.bounce-leave-active {  
  animation: jump .5s ease-in-out reverse;  
}
```



# THE GAME SEQUENCE

