```
methods: {

    updateAnimation(character, newValue, oldValue){…

    startGame() {…

    attack() {…

    increaseMana() {…

    specialAttack() {…

    heal() {…

    enemyAttacks() {…

    calculateDamage(min, max) {…

    checkWin() {…
},
```

```pug
<template lang="pug">
  #app
    .row-fixed-top
      StatusBar(:character='player' :hasMana='true')
      StatusBar(:character='enemy' :hasMana='false')


    Environment
      Character(characterName='viking' :animationName='player.animation')
      Character(characterName='enemy' :animationName='enemy.animation')


    transition(name="bounce" mode="out-in")
      .controls(v-if="!gameIsRunning" key="startButton")
        button.controls__button.-startGame(@click="startGame") 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!
</template>
```