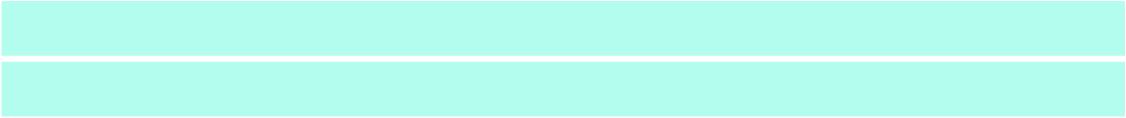```pug
<template lang="pug">
  #app
    .row-fixed-top
      StatusBar(:character='player' :hasMana='true')
      StatusBar(:character='enemy' :hasMana='false')

    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>
```

APP.VUE FILE

```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>
```

```
.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
```