


The background features a series of overlapping circles on the left side, each filled with a purple-to-blue gradient and thin diagonal lines. A solid teal rectangular button is positioned in the center-right. The text "START NEW GAME" is written in a bold, italicized, black sans-serif font on the button. A white mouse cursor arrow is pointing at the bottom right corner of the button. The overall color palette consists of various shades of purple, blue, and teal.

START NEW GAME

```
<transition name="bounce" mode="out-in">  
  <div v-if="!gameIsRunning" key="startButton" class="controls">...  
  </div>  
  
  <div v-else key="gameControls" class="controls">...  
  </div>  
</transition>
```



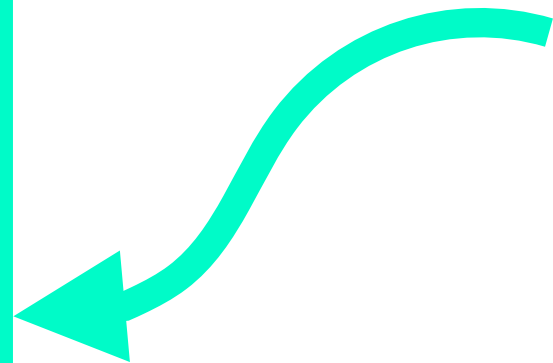
```
// Bounce =====
```

```
.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, set against a dark teal background with wavy lines. A teal rectangular button with a white border is positioned in the center-right.

START NEW GAME

TRANSITIONS

START NEW GAME

```
<transition name="bounce" mode="out-in">
```

```
<div v-if="!gameIsRunning" key-
```

```
@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;  
}
```


TRANSITIONS

START NEW GAME

Elements

Console

Sources

Network

Performance

Memory

Application

```
<!-->
<div class="row-fixed-top">...</div>
<div class="background"> == $0
  ▶ <ul class="clouds">...</ul>
  ▶ <div class="ocean">...</div>
  ▶ <div class="ship">...</div>
</div>
<div class="controls">...</div>
<div>
<script src="/dist/build.js"></script>
</div>
```