







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

```
<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">START NEW GAME</button>
```

```
  </div>
```

```
  <div v-else key="gameControls" class="controls">
```

```
    <button @click="attack">ATTACK</button>
```

```
    <button @click="specialAttack"
```

```
      :class="{ '-isDisabled': player.mana !== 100 }">SPECIAL ATTACK</button>
```

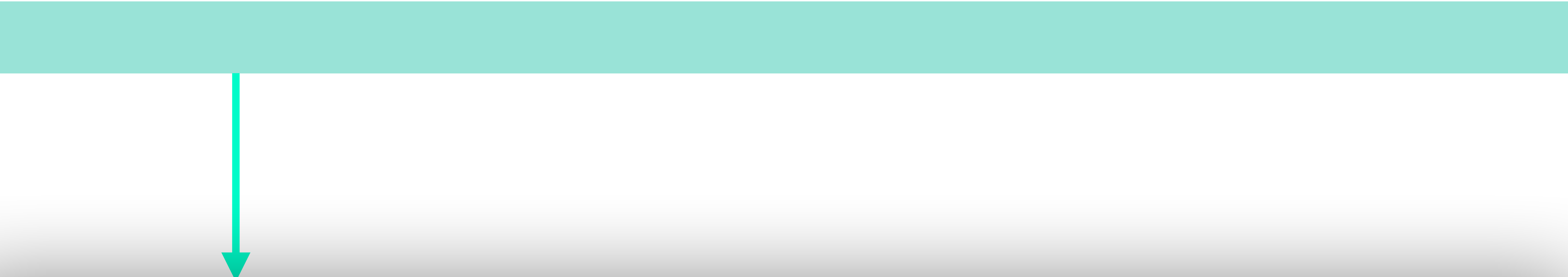
```
    <button @click="giveUp">GIVE UP</button>
```

```
  </div>
```

```
</transition>
```



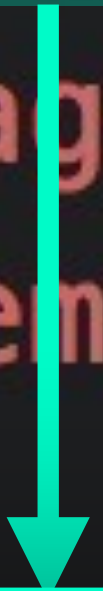
```
attack() {  
    this.increaseMana();  
    this.updateAnimation(this.player, 'idle', 'attacking');  
    var damage = this.calculateDamage(5, 10);  
    this.enemy.health -= damage;  
  
    if (this.isGameOver()) {  
        return;  
    }  
    this.enemyAttacks();  
},
```



```
updateAnimation(character, afterAnimation, currentAnimation){  
  character.animation = currentAnimation;  
  
  setTimeout(() => {  
    character.animation = afterAnimation;  
  }, this.animationDelay);  
},
```



```
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  this.increaseMana();  
  this.updateAnimation(this.player, 'idle', 'attacking');  
  var damage = this.calculateDamage(5, 10);  
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```



```
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  }, this.animationDelay);  
},
```

# CHARACTER.VUE FILE

```
<template>  
|   <div class="character" :style='inlineStyle'></div>  
</template>
```

```
<script>  
export default {  
  props: {  
    |   characterName: String,  
    |   animationName: String  
    },  
  },
```