







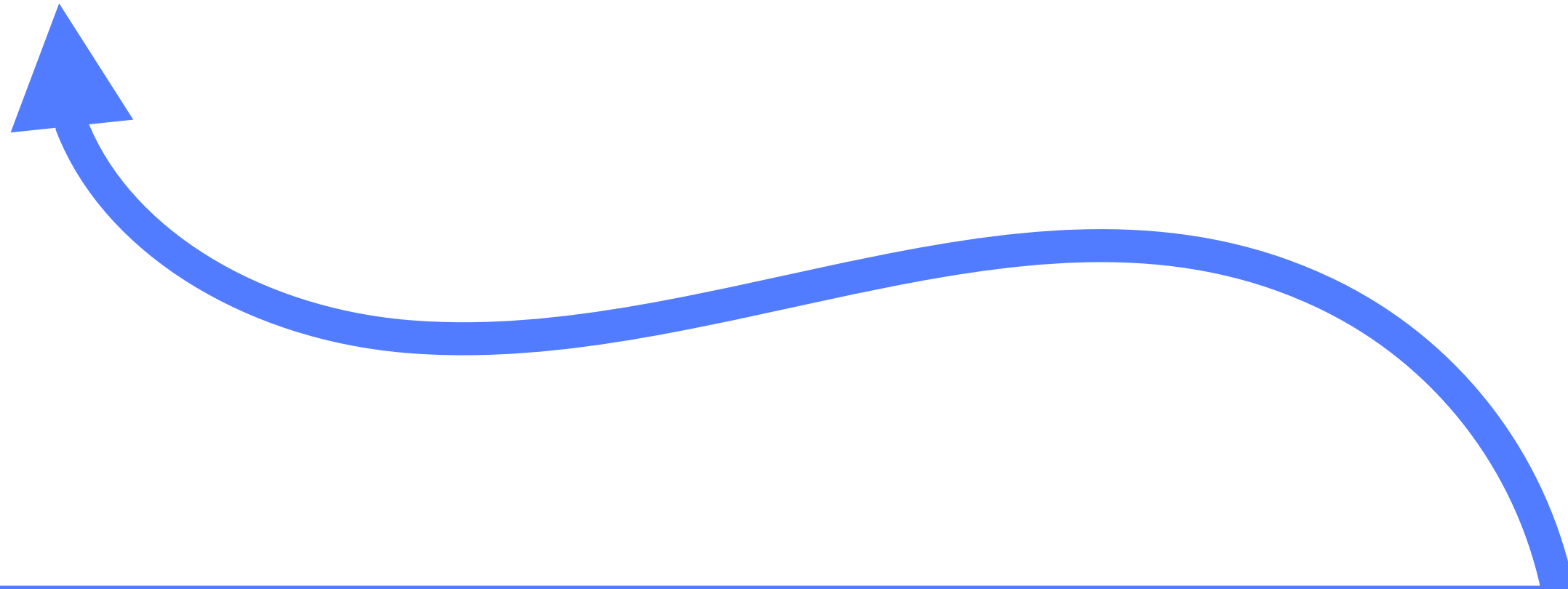








<template functional>





`<template functional>`

`<slot></slot>`

`<div class="ocean__front-wave"></div>`

`</div>`

`</div>`

# TRANSITIONS



**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>
```