THE GAME SEQUENCE

```
.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
```

```
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();
},
```

```
increaseMana() {
    if (this.player.mana < 100) {
        this.player.mana += 25
    }
},
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