











**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>

</body>

</html>

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lv id=app

<!-->

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# TRANSITIONS

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```
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  ▶ <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>
```



# THE GAME SEQUENCE

