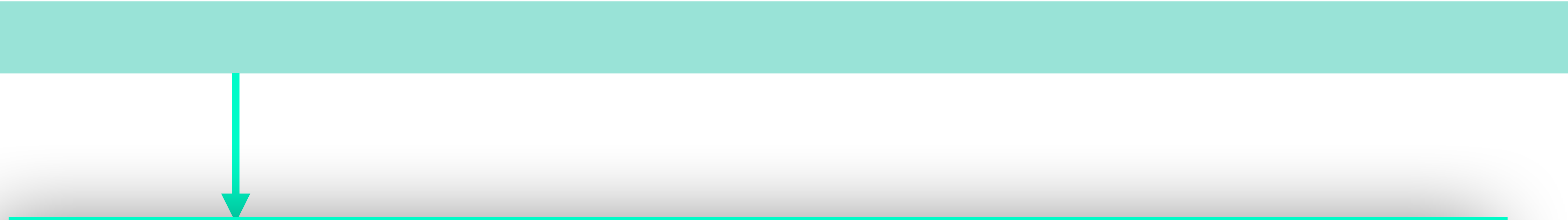



```
attack() {  
    this.increaseMana();  
    this.updateAnimation(this.player, 'idle', 'attacking');  
    var damage = this.calculateDamage(5, 10);  
    this.enemy.health -= damage;  
  
    if (this.isGameOver()) {  
        return;  
    }  
    this.enemyAttacks();  
},
```

```
if (this.isGameOver()) {
```

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


THE GAME SEQUENCE

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