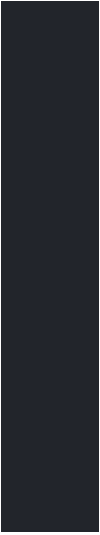
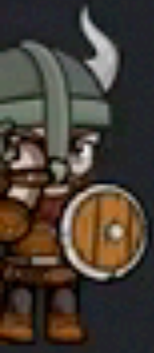


530px;

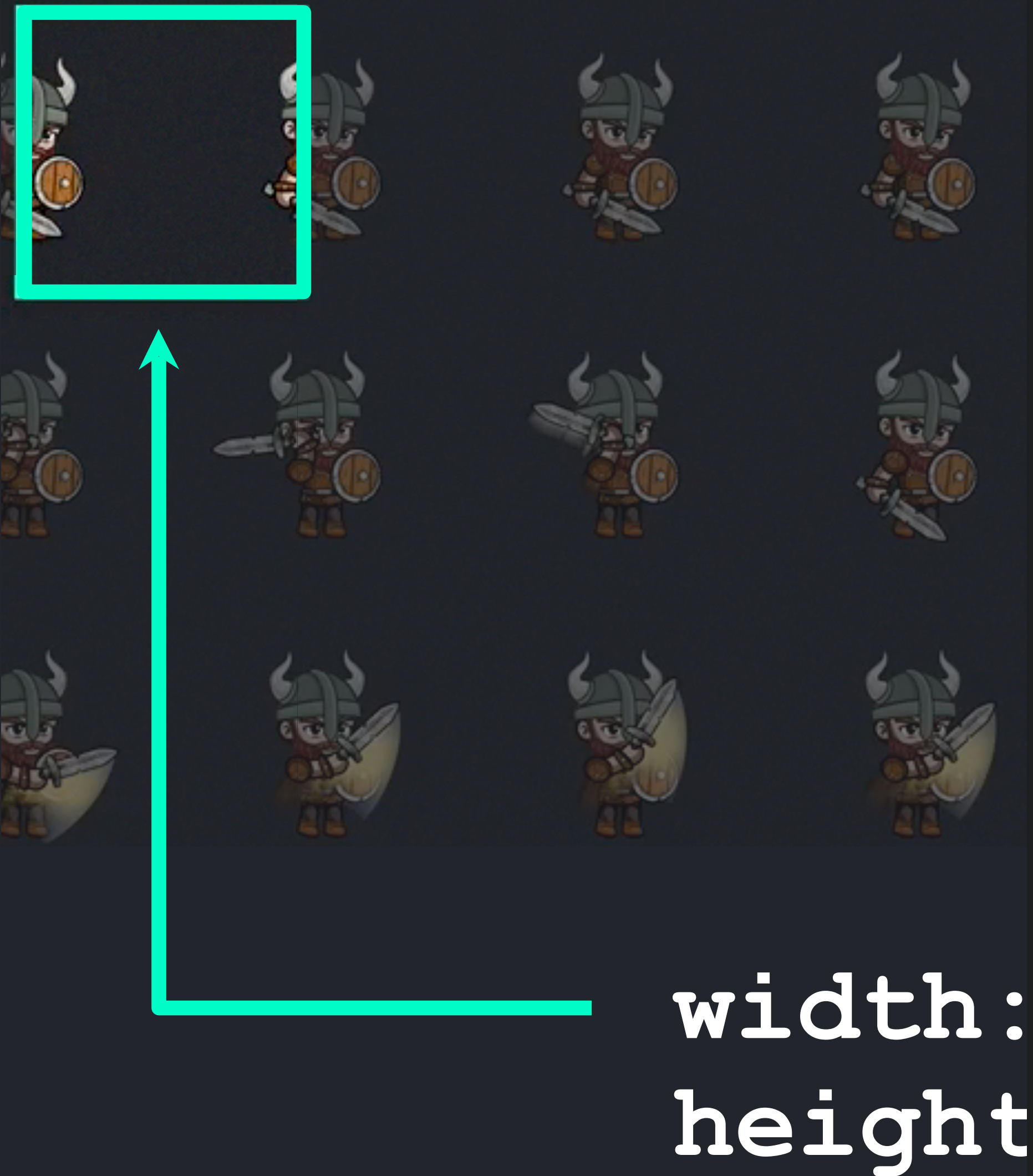
530px;



```
.character {  
  position: absolute;  
  z-index: 100;  
  width: 530px;  
  height: 530px;  
  background-size: 5345px;  
  animation-duration: .8s;  
  animation-timing-function: steps(10);  
  animation-iteration-count: infinite;  
  
  &.enemy {  
    transform: scale(-1, .1);  
  }  
}
```

SPRITE ANIMATIONS



```
.character {  
  position: absolute;  
  z-index: 100;  
  width: 530px;  
  height: 530px;  
  background-size: 5345px;  
  animation-duration: .8s;  
  animation-timing-function: steps(10);  
  animation-iteration-count: infinite;  
  
  &.enemy {  
    transform: scale(-1, .1);  
  }  
}
```


TRANSITIONS



START NEW GAME

```
transition(name="bounce" mode="out-in")
  .controls(v-if="!gameIsRunning" key="startButton")
    button.controls__button.-startGame(@click="startGame" autofocus) START NEW GAME

  .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
```