





```
<template lang="pug">
  #app
    .row-fixed-top
      StatusBar(:character='player' :hasMana='true')
      StatusBar(:character='enemy' :hasMana='false')

    Environment
      Character(characterName='viking' :animationName='player.animation')
      Character(characterName='enemy' :animationName='enemy.animation')

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

</template>
```



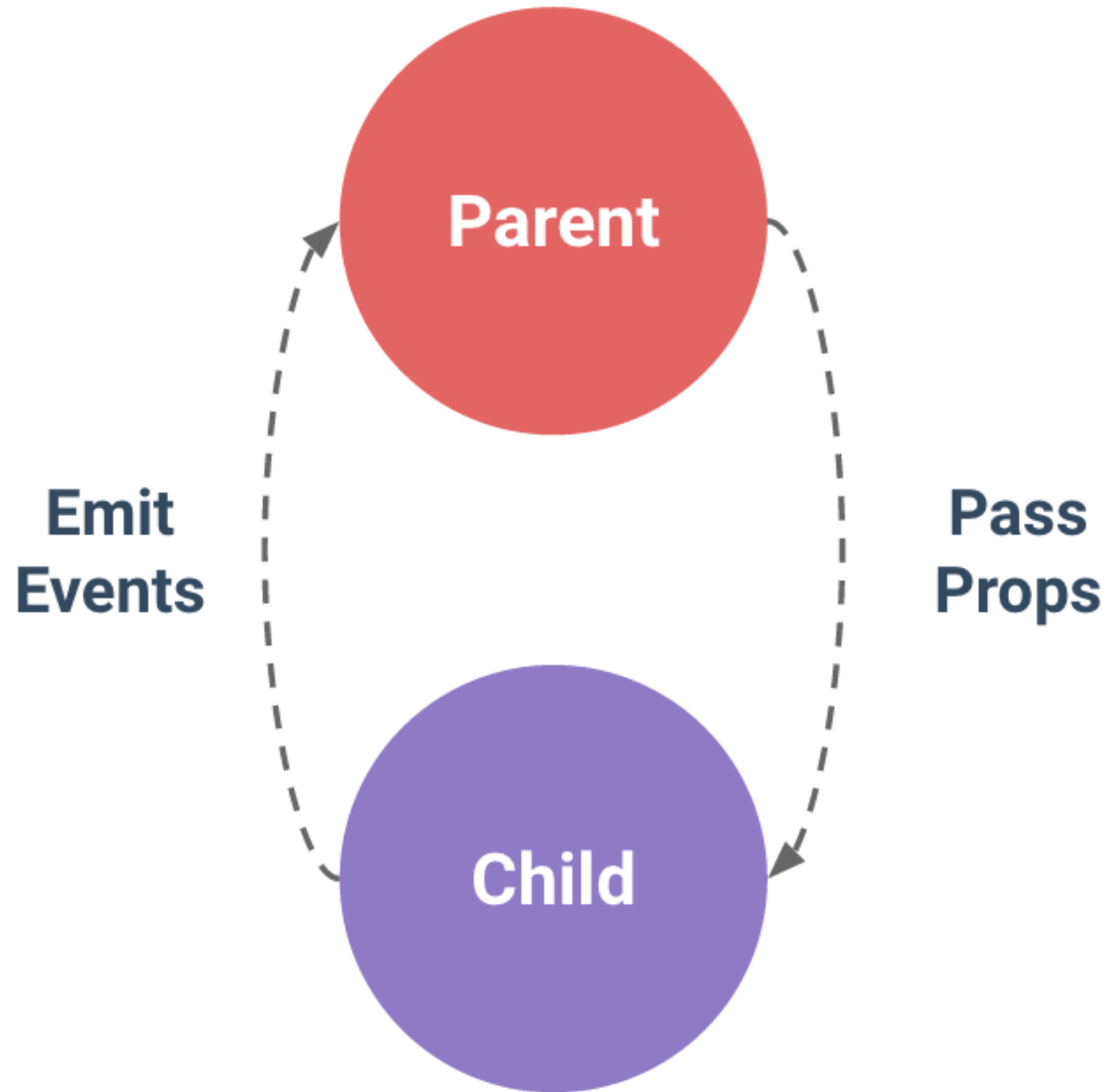












# APP.VUE FILE

```
<template lang="pug">
  #app
    .row-fixed-top
      StatusBar(:character)
      StatusBar(:character)
    Environment
      Character(character)
      Character(character)
    transition(name="bound")
      .controls(v-if="!gameOver")
        button.controls__back
      .controls(v-else key="controls")
        button.controls__back
        button.controls__special
          @click="specialAttack"
          :class='{ "-isDisabled": !canSpecialAttack }'
          ) SPECIAL ATTACK
        button.controls__next
</template>
```

```
<template lang="pug">
  .background
    ul.clouds
      li(v-for='n in 10')
        img.clouds__cloud( src="@/images/background/cloud.png" )
    .ocean
      .ocean__back-wave(v-for='n in 3')
    .ship
      slot
      .ocean__front-wave
</template>

<script>
export default {
  name: 'Environment'
}
</script>
```



# APP.VUE FILE

```
<template lang="pug">
  #app
    .row-fixed-top
      StatusBar(:character='player' :hasMana='true')
      StatusBar(:character='enemy' :hasMana='false')

    Environment
      Character(characterName='viking' :animationName='')
      Character(characterName='enemy' :animationName='e

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

      .controls(v-else key="gameControls")
        button.controls__button.-attack(@click="attack"
        button.controls__button.-specialAttack(
          @click="specialAttack"
          :class='{ "-isDisabled" : player.mana !== 100}'
        ) SPECIAL ATTACK
        button.controls__button(@click="giveUp") Give up!

</template>
```

