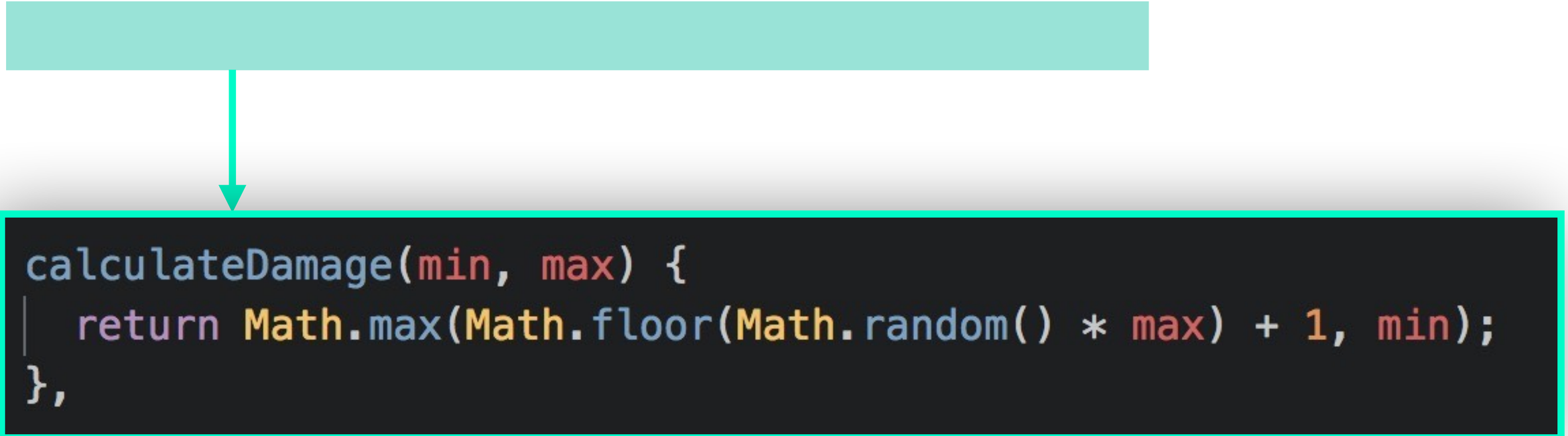
```
attack() {
    this.increaseMana();
    this.updateAnimation(this.player, 'idle', 'attacking');
    var damage = this.calculateDamage(5, 10);
    this.enemy.health -= damage;

    if (this.isGameOver()) {
        return;
    }
    this.enemyAttacks();
},
```

THE GAME SEQUENCE


calculateDamage(min, max) {
return Math.max(Math.floor(Math.random() * max) + 1, min);
},

THE GAME SEQUENCE

```
attack() {
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