

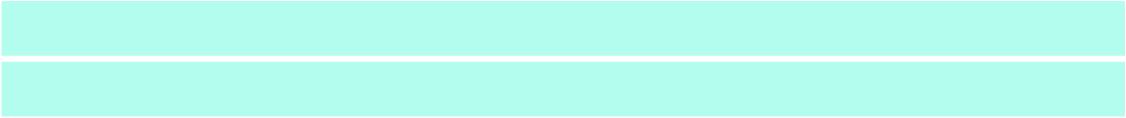


```
<template lang="pug">
  #app
    .row-fixed-top
      StatusBar(:character='player':hasMana='true')
      StatusBar(:character='enemy':hasMana='false')
    Environment
      Character(characterName='viking' :animationName='player.animation')
      Character(characterName='enemy' :animationName='enemy.animation')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









```
<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">
<template lang="pug">
                           background
 #app
   .row-fixed-top
                             ul.clouds
     StatusBar(:characte
                                li(v-for='n in 10')
     StatusBar(:characte
                                  img.clouds__cloud( src='@/images/background/cloud.png
   Environment
                             • ocean
     Character(character
                                .ocean__back-wave(v-for='n in 3')
     Character(character
                               slot(name='ocean')
   transition(name="boun
                              .ship
     .controls(v-if="!ga
                                slot(name='ship')
       button.controls___
                                .ocean__front-wave
                        </template>
     .controls(v-else ke
       button.controls_
                        <script>
       button.controls_
                        export default {
         @click="special
                           name: 'Environment'
         :class='{ "-isD
         SPECIAL ATTACK
       button.controls___
                        </script>
</template>
```

APP. VUE FILE

```
<template lang="pug">
<template lang="pug">
                           .background
 #app
   .row-fixed-top
                             ul.clouds
     StatusBar(:characte
                               li(v-for='n in 10')
     StatusBar(:characte
                                  img.clouds__cloud( src='@/images/background/cloud.png
   Environment
                             .ocean
     Character(character
                                .ocean__back-wave(v-for='n in 3')
     Character (character
                             .ship
   transition(name="boun
                              slot
     .controls(v-if="!ga
                                .ocean__front-wave
       button.controls_
                        </template>
     .controls(v-else ke
       button.controls_
                        <script>
       button.controls_
                        export default {
         @click="special
                           name: 'Environment'
         :class='{ "-isD
         SPECIAL ATTACK
       button.controls___
                        </script>
</template>
```