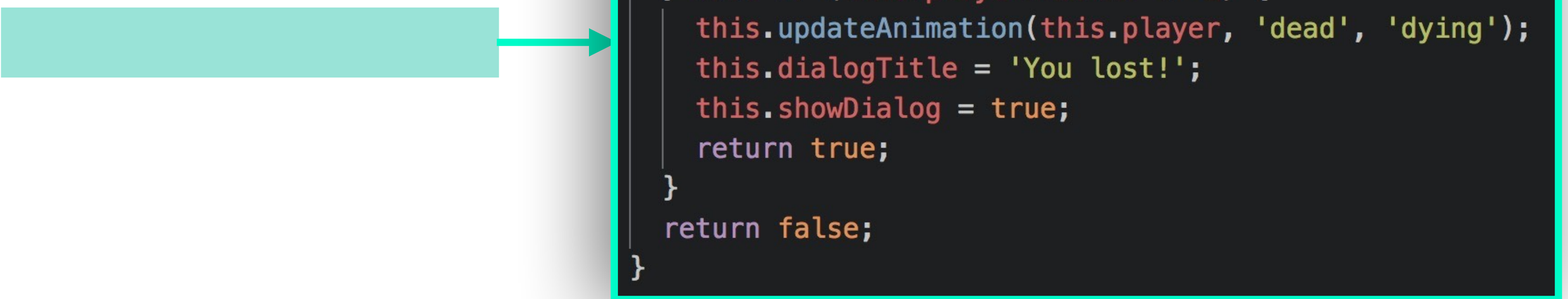
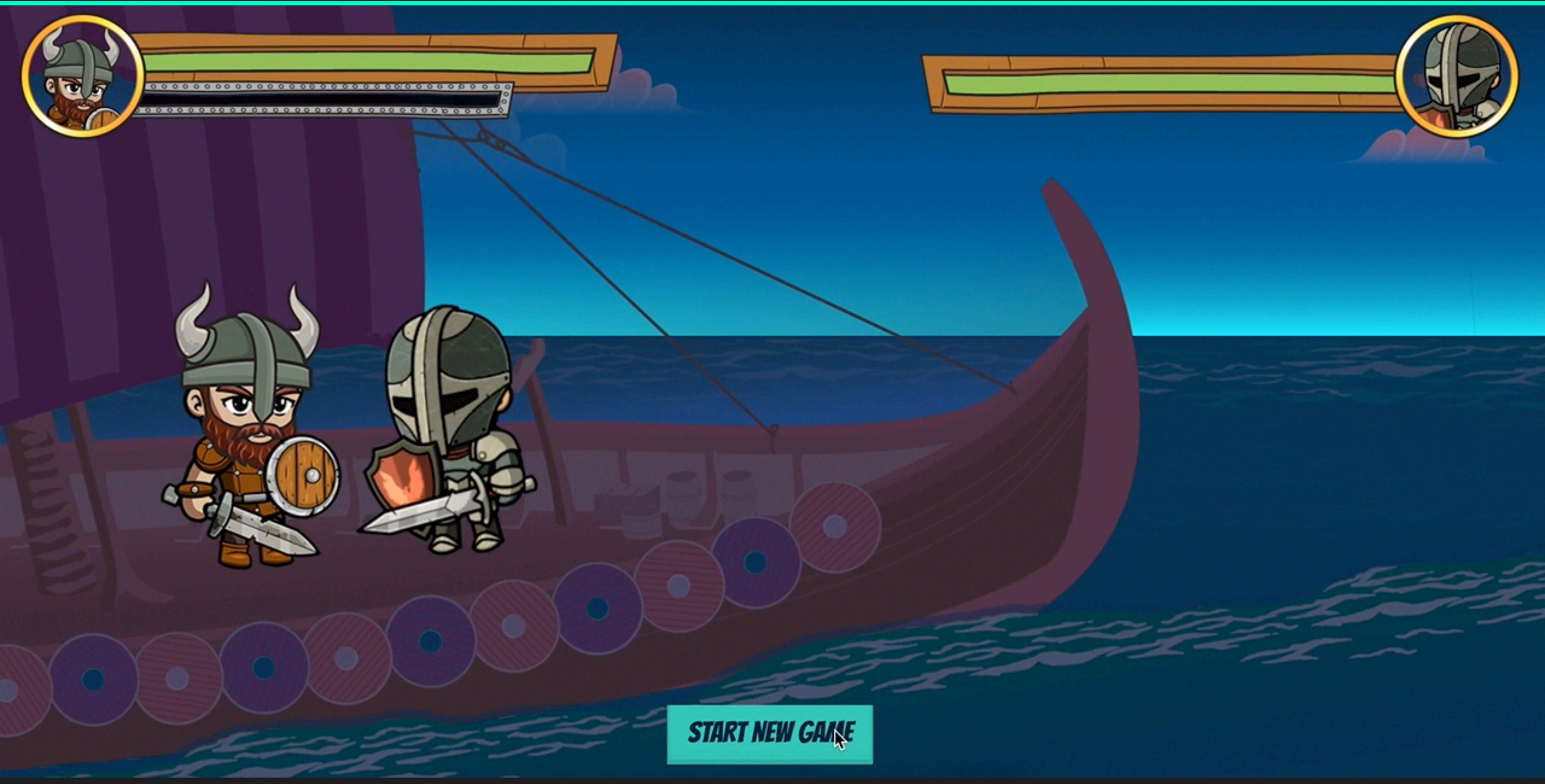
```
attack() {
    this.increaseMana();
    this.updateAnimation(this.player, 'idle', 'attacking');
    var damage = this.calculateDamage(5, 10);
    this.enemy.health -= damage;

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

THE GAME SEQUENCE


isGameOver() {
if (this.enemy.health <= 0) {
this.updateAnimation(this.enemy, 'dead', 'dying');
this.dialogTitle = 'You won!';
this.showDialog = true;
return true;
} else if (this.player.health <= 0) {
this.updateAnimation(this.player, 'dead', 'dying');
this.dialogTitle = 'You lost!';
this.showDialog = true;
return true;
}
return false;
}

THE GAME SEQUENCE



THE GAME SEQUENCE

```
attack() {
  this.increaseMana();
  this.updateAnimation(this
  var damage = this.calcula
  this.enemy.health -= dama

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

```
isGameOver() {
  if (this.enemy.health <= 0) {
    this.updateAnimation(this.enemy, 'dead', 'dying');
    this.dialogTitle = 'You won!';
    this.showDialog = true;
    return true;

  } else if (this.player.health <= 0) {
    this.updateAnimation(this.player, 'dead', 'dying');
    this.dialogTitle = 'You lost!';
    this.showDialog = true;
    return true;
  }
  return false;
}
```