VUE TRANSITION TAG

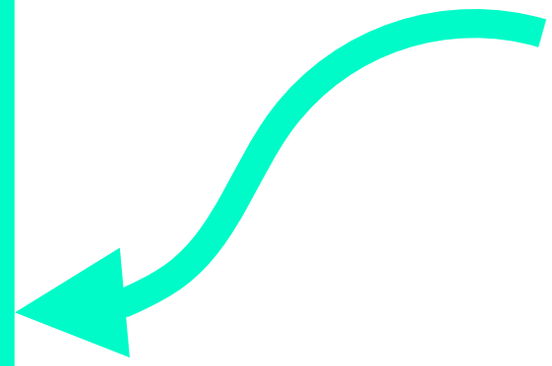
START NEW GAME

```
<transition name="bounce" mode="out-in">
  <div v-if="!gameIsRunning" key="startButton" class="controls">…
  </div>

  <div v-else key="gameControls" class="controls">…
  </div>
</transition>
```

// Bounce ==========
.bounce-enter-active {
animation: jump .5s ease-in-out;
}
.bounce-leave-active {
animation: jump .5s ease-in-out reverse;
}

```css
@keyframes jump {
  0% {
    transform: translateY(250px) scale(0);
  }
  50% {
    transform: translateY(-10px) scale(1.2);
  }
  100% {
    transform: translateY(0px) scale(1);
  }
}
```



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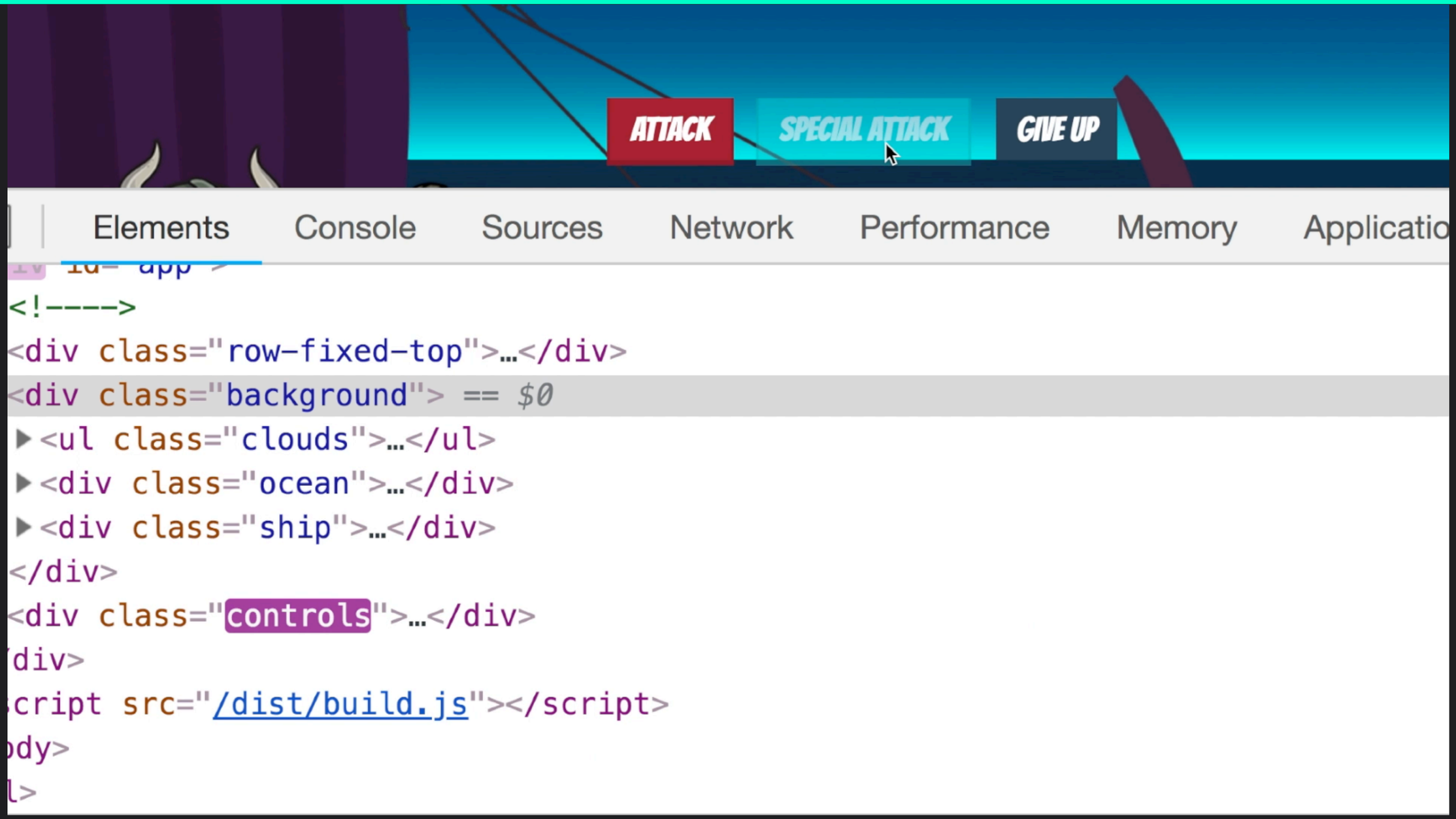
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