









```
<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-enter-active {
 animation: jump .5s ease-in-out;
.bounce-leave-active {
 animation: jump .5s ease-in-out reverse;
```

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



VUE TRANSITION TAG

START NEW GAME

```
div v if-"Idamo Tc Dunning"
@keyframes jump {
 0% {
   transform: translateY(250px) scale(0);
 50% {
   transform: translateY(-10px) scale(1.2);
  100% {
   transform: translateY(0px) scale(1);
```

```
<transition name="bounce" mode="out-in">
```

```
trols"
```

VUE TRANSITION TAG

```
ATTACK
                                                                      Applicatio
                                                            Memory
               Console
    Elements
                         Sources
                                   Network
                                              Performance
<!--->
<div class="row-fixed-top">...</div>
<div class="background"> == $0
▶ ...
<div class="ocean">...</div>
<div class="ship">...</div>
</div>
<div class="controls">...</div>
div>
cript src="/dist/build.js"></script>
```