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using UnityEngine;
using System.Collections;
using System.Collections.Generic;

public class Salvaje : Entrenador {

    private System.Random Rnd = new System.Random();
    public Salvaje(string n){
        catchRate = 100;
        nombre = n;
        equipo = GetTeam();
        accionEntrenador = RandomAttack;
    }
    private bool canAttack = false;
    public Accion RandomAttack(){
        if(canAttack){
            string[] moves = source.GetMov();
            canAttack = false;
            return Accion.CreateAccion(moves[(int)Rnd.Next(0,moves.Length)],source,target);
        }
        canAttack=true;
        return Accion.CreateAccion("Esperar");
    }

    private Monstruo[] GetTeam(){
        List<Monstruo> listMonst = new List<Monstruo>();
        string mnst = PlayerPrefs.GetString("SalvajeMon");
        PlayerPrefs.DeleteKey("SalvajeMon");
        int mnstlv = PlayerPrefs.GetInt("SalvajeMonLv");
        PlayerPrefs.DeleteKey("SalvajeMonLv");
        listMonst.Add(Monstruo.CreateMonster(mnst,mnst,mnstlv));
        return (Monstruo[])listMonst.ToArray();
    }
}
```