

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

public abstract class Habitat {

    public string Nombre;
    public string[] posibles;
    public int lvMin,lvMax;

    private System.Random Rnd = new System.Random();

    public Monstruo GetMonstruo(){
        string monst = posibles[(int)Rnd.Next(0,posibles.Length)];
        return Monstruo.CreateMonster(monst,monst,(int)Rnd.Next(lvMin,lvMax));
    }

    public static Habitat CreateHabitat(string hab,int lMin,int lMax)
    {
        Type types = Type.GetType(hab);

        if (types == null)
            throw new InvalidOperationException("The given habitat does not have a Type associated with it.");

        return Activator.CreateInstance(types,lMin,lMax) as Habitat;
    }
}
```