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

public class RandomEncounter : MonoBehaviour {

    public string habName;
    private Habitat habitat;
    public int posible;
    protected bool waiting;

    void Start(){
        habitat = Habitat.CreateHabitat(habName,5,7);
    }

    void OnTriggerEnter2D(Collider2D col){
        waiting = true;
        StartCoroutine(Wait(3));
    }

    void OnTriggerStay2D(Collider2D col){
        if(col.CompareTag("Player")){
            if(!waiting){
                waiting = true;
                if((int)Random.Range(0,100)<posible){
                    CreateEncounter(habitat.GetMonstruo());
                    Log.AddLine("Has sido emboscado!");
                    col.gameObject.SendMessage ("Battle");
                }
                StartCoroutine(Wait(4));
            }
        }
    }
    private void CreateEncounter(Monstruo m){
        PlayerPrefs.SetString("Entrenador","Salvaje");
        PlayerPrefs.SetString("SalvajeMon",m.nombre);
        PlayerPrefs.SetInt("SalvajeMonLv",m.lv);
        PlayerPrefs.Save();
    }

    IEnumerator Wait(int i){
        yield return new WaitForSeconds(i);
        waiting = false;
    }
}
```