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

public class IAOponent : Entrenador{

    private System.Random Rnd = new System.Random();
    public IAOponent(string n){
        nombre = n;
        equipo = RandomizeTeam();
        //equipo = new Monstruo[] {Monstruo.CreateMonster("Batmon","bati",10)};
        accionEntrenador = RandomAttack;
    }
    //new Monstruo[]{Monstruo.CreateMonster("Batmon","Batichulo",(int)Rnd.Next(5,8)),Monstruo.CreateMonster("
Flymon","Fly",5),Monstruo.CreateMonster("Ciclopmon","Ciclope",5)};
    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");
    }
    public int cantidad = 4;
    public int lvMin = 5;
    public int lvMax = 10;
    private string[] MonstruosPosibles = {"Batmon","Ciclopmon","Flymon"};

    private Monstruo[] RandomizeTeam(){
        List<Monstruo> listMonst = new List<Monstruo>();
        string mnst;
        for(int i=0;i<cantidad;i++){
            mnst = MonstruosPosibles[(int)Rnd.Next(0,MonstruosPosibles.Length)];
            listMonst.Add(Monstruo.CreateMonster(mnst,mnst,(int)Rnd.Next(lvMin,lvMax)));
        }
        return (Monstruo[])listMonst.ToArray();
    }
}
```