

```
1  namespace Project_TARDIS
2  {
3      public interface IBattle
4      {
5          int Health { get; set; }
6          int Lives { get; set; }
7          int AggressionIndex { get; set; }
8          int BattleIndex { get; set; }
9          BattleAction GetBattleAction();
10     }
11 }
```