

```
1  using System;
2
3  namespace Project_TARDIS
4  {
5      public class Dalek : Character, IBattle
6      {
7          public bool HasMessage { get; set; }
8          public string Message { get; set; }
9          public int Health { get; set; }
10         public int Lives { get; set; }
11
12         //
13         // a value 0-100 determines how often the Dalek
14         // chooses attack over retreat
15         //
16         public int AggressionIndex { get; set; }
17
18         //
19         // a value 0-100 determines the Dalek's
20         // battle ability
21         //
22         public int BattleIndex { get; set; }
23
24         public BattleAction GetBattleAction()
25         {
26             BattleAction battleAction = BattleAction.None;
27
28             Random random = new Random();
29
30             if (random.Next(1, 100) < this.AggressionIndex)
31             {
32                 battleAction = BattleAction.Attack;
33             }
34             else
35             {
36                 battleAction = BattleAction.Retreat;
37             }
38
39             return battleAction;
40         }
41     }
42 }
```