

act [Activity] emergencyhandeling [emergencyhandeling]

```
from random import randint
attack = randint(0,1)
if attack==0:
    mode = -1
    timer = 0
if attack==1:
    if
timer+TimePar>T_NVCONTACT:
    mode = -1
    if
timer+TimePar<=T_NVCONTACT:
    mode = 1
    timer = timer+TimePar
```