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1 using System.Collections.Generic;
2
3 namespace Grafico1
4 {
5     public class Acters
6     {
7         // ATRIBUTOS: Listas de Personajes Actores
8         public List<Character> listPolicePlayer = new List<Character>();
9         public List<Character> listThiefMinion = new List<Character>();
10        public List<Character> listBossEnemy = new List<Character>();
11
12
13
14        // GETTERS de las listas de Acters
15        public List<Character> ListPolice => listPolicePlayer;
16        public List<Character> ListMinion => listThiefMinion;
17        public List<Character> ListBoss => listBossEnemy;
18
19
20
21        // METODO que CREA los personajes y los añade a las listas
22        public void CreateCharacter(int policeNumber, int bossNumber, int thiefNumber)
23        {
24            for (int i = 0; i < policeNumber; i++)
25            {
26                Character Player = new Character(CharacterType.PLAYER, 5, 5);
27                listPolicePlayer.Add(Player);
28            }
29
30            for (int i = 0; i < bossNumber; i++)
31            {
32                Character Boss = new Character(CharacterType.BOSS, 0, 0);
33                listBossEnemy.Add(Boss);

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34         }
35
36         for (int i = 0; i < thiefNumber; i++)
37         {
38             int thiefPositionX = Utils.GetIntRandom(0, 10);
39             int thiefPositionY = Utils.GetIntRandom(0, 10);
40             Character Thief = new Character(CharacterType.THIEF, thiefPositionX, thiefPositionY);
41             listThiefMinion.Add(Thief);
42         }
43     }
44 }
45 }
46

```