

```
1 using DragonBallGame.CharacterClass;
2 using System;
3 using System.Collections.Generic;
4 using System.Linq;
5 using System.Text;
6 using System.Threading.Tasks;
7
8 namespace DragonBallGame
9 {
10     public class AggressiveVillainStrategy : IVillainStrategy
11     {
12         private Random _random = new Random();
13
14         public VillainAction ChooseAction(Character villain, Character player)
15         {
16             double blockChance = _random.NextDouble();
17
18             // If villain's health is below 20% and player's health is more
19             // than 20%, there's a 30% chance they will block, or simple
20             // just 10% of random block
21             if ((villain.Health < (villain.MaxHealth * 0.2) && blockChance
22                 < 0.3 && player.Health > (player.MaxHealth * 0.2)) ||
23                 blockChance < 0.1)
24             {
25                 return VillainAction.Block;
26             }
27             else
28             {
29                 return VillainAction.Attack;
30             }
31         }
32     }
33 }
```