
```
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 interface IVillainStrategy
11     {
12         VillainAction ChooseAction(Character villain, Character player);
13     }
14 }
15
```