import time

import random

class RavensOmen:

def \_\_init\_\_(self):

self.status = "cloaked"

self.altitude = 0

self.power = 100

self.target\_locked = False

def ascend(self):

for i in range(5):

self.altitude += random.randint(100, 300)

print(f"Altitude: {self.altitude}m")

time.sleep(0.2)

def engage\_payload(self):

if self.target\_locked:

print(">> WraithBolt fired.")

print(">> EMP Burst triggered.")

else:

print(">> No target lock. Holding fire.")

def simulate\_mission(self):

print("Launching RavensOmen drone...")

self.ascend()

self.target\_locked = True

print("Target acquired.")

self.engage\_payload()

print("Returning to ghost node...")

drone = RavensOmen()

drone.simulate\_mission()