

```
1 using DragonBallGame.CharacterClass;
2 using System;
3
4
5 namespace DragonBallGame
6 {
7     public static class CharacterFactory
8     {
9         public static Character CreateCharacter(string characterType)
10        {
11            switch (characterType)
12            {
13                case "Goku":
14                    return new Goku();
15                case "Vegeta":
16                    return new Vegeta();
17                case "Gohan":
18                    return new Gohan();
19                case "Frieza":
20                    return new Frieza();
21                case "Cell":
22                    return new Cell();
23                case "Buu":
24                    return new Buu();
25                case "Black":
26                    return new Black();
27                default:
28                    throw new ArgumentException("Invalid character type");
29            }
30        }
31    }
32 }
33
```