

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6 using DragonBallGame.TransformationState;
7
8 namespace DragonBallGame.CharacterClass
9 {
10     public class Vegeta : Character
11     {
12         public Vegeta() : base("Vegeta", 1000, 500, "Galick Gun")
13         {
14         }
15
16         public override int MaxLevel => 4;
17
18         public override void OnDuplicateRecruited()
19         {
20             base.OnDuplicateRecruited();
21
22             switch (TransformationLevel)
23             {
24                 case 0:
25                     SetTransformationState(new SuperSaiyan1());
26                     break;
27                 case 1:
28                     SetTransformationState(new SuperSaiyan2());
29                     break;
30                 case 2:
31                     SetTransformationState(new SuperSaiyanGod());
32                     break;
33                 case 3:
34                     SetTransformationState(new SuperSaiyanBlue());
35                     break;
36                 case 4:
37                     SetTransformationState(new UltraEgo());
38                     break;
39                 default:
40                     break;
41             }
42         }
43     }
44 }
45
```