

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace DragonBallGame.CharacterClass
8 {
9     public class Cell : Character
10    {
11        public Cell() : base("Cell", 1250, 800, "Kamehameha") { }
12
13        public override int MaxLevel => 0;
14    }
15 }
16
```