```csharp
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6  using DragonBallGame.CharacterClass;
7
8  namespace DragonBallGame
9  {
10     public class Player
11     {
12         private int _zeni;
13         private List<Character> _recruitedCharacters;
14
15         public Player()
16         {
17             _zeni = 100; // Initial Zeni
18             _recruitedCharacters = new List<Character>();
19         }
20
21         public int Zeni
22         {
23             get { return _zeni; }
24         }
25
26         public void AddZeni(int amount)
27         {
28             _zeni += amount;
29         }
30
31         public void DeductZeni(int amount)
32         {
33             _zeni -= amount;
34         }
35
36         public void AddRecruitedCharacter(Character character)
37         {
38             _recruitedCharacters.Add(character);
39         }
40
41         public Character GetRecruitedCharacter(string name)
42         {
43             return _recruitedCharacters.Find(c => c.Name == name);
44         }
45
46         public List<Character> RecruitedCharacters
47         {
48             get { return _recruitedCharacters; }
49         }
```

```
50        }
51
52  }
53
```