

```
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.TransformationState
9 {
10     public interface ITransformationState
11     {
12         void Handle(Character character);
13     }
14 }
15
```