

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6 using System.Xml.Linq;
7 using DragonBallGame.TransformationState;
8
9 namespace DragonBallGame.CharacterClass
10 {
11     public class Goku : Character
12     {
13         public Goku() : base("Son Goku", 950, 500, "Kamehameha")
14         {
15         }
16
17         public override int MaxLevel => 5;
18
19         public override void OnDuplicateRecruited()
20         {
21             base.OnDuplicateRecruited();
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 SuperSaiyan3());
32                     break;
33                 case 3:
34                     SetTransformationState(new SuperSaiyanGod());
35                     break;
36                 case 4:
37                     SetTransformationState(new SuperSaiyanBlue());
38                     break;
39                 case 5:
40                     SetTransformationState(new UltraInstinct());
41                     break;
42                 default:
43                     break;
44             }
45         }
46     }
47 }
```