

```
1 using SplashKitSDK;
2 using System.Collections.Generic;
3 using DragonBallGame.CharacterClass;
4
5 namespace DragonBallGame
6 {
7     public class ImageManager
8     {
9         private Dictionary<string, Dictionary<int, Bitmap>>
            _characterImages;
10
11         public ImageManager()
12         {
13             _characterImages = new Dictionary<string, Dictionary<int,
                Bitmap>>
14             {
15                 { "Son Goku", new Dictionary<int, Bitmap>
16                 {
17                     { 0, SplashKit.LoadBitmap("Goku_Base", "Resources/
                goku.png") },
18                     { 1, SplashKit.LoadBitmap("Goku_SSJ1", "Resources/
                goku_ss1.png") },
19                     { 2, SplashKit.LoadBitmap("Goku_SSJ2", "Resources/
                goku_ss2.png") },
20                     { 3, SplashKit.LoadBitmap("Goku_SSJ3", "Resources/
                goku_ss3.png") },
21                     { 4, SplashKit.LoadBitmap("Goku_God", "Resources/
                goku_god.png") },
22                     { 5, SplashKit.LoadBitmap("Goku_Blue", "Resources/
                goku_blue.png") },
23                     { 6, SplashKit.LoadBitmap("Goku_UI", "Resources/
                goku_ultrainstinct.png") }
24                 }
25             },
26             { "Vegeta", new Dictionary<int, Bitmap>
27             {
28                 { 0, SplashKit.LoadBitmap("Vegeta_Base",
                "Resources/vegeta.png") },
29                 { 1, SplashKit.LoadBitmap("Vegeta_SSJ1",
                "Resources/vegeta_ss1.png") },
30                 { 2, SplashKit.LoadBitmap("Vegeta_SSJ2",
                "Resources/vegeta_ss2.png") },
31                 { 3, SplashKit.LoadBitmap("Vegeta_God", "Resources/
                vegeta_god.png") },
32                 { 4, SplashKit.LoadBitmap("Vegeta_Blue",
                "Resources/vegeta_blue.png") },
33                 { 5, SplashKit.LoadBitmap("Vegeta_UE", "Resources/
                vegeta_ultraego.png") }
34             }
            }
```

```
35     },
36     { "Son Gohan", new Dictionary<int, Bitmap>
37     {
38         { 0, SplashKit.LoadBitmap("Gohan_Base", "Resources/
39         gohan.png") },
40         { 1, SplashKit.LoadBitmap("Gohan_SSJ1", "Resources/
41         gohan_ss1.png") },
42         { 2, SplashKit.LoadBitmap("Gohan_SSJ2", "Resources/
43         gohan_ss2.png") },
44         { 3, SplashKit.LoadBitmap("Gohan_Ultimate",
45         "Resources/gohan_ultimate.png") },
46         { 4, SplashKit.LoadBitmap("Gohan_Beast",
47         "Resources/gohan_beast.png") }
48     }
49 },
50 { "Frieza", new Dictionary<int, Bitmap>
51 {
52     { 0, SplashKit.LoadBitmap("Frieza", "Resources/
53     frieza.png") }
54 }
55 },
56 { "Cell", new Dictionary<int, Bitmap>
57 {
58     { 0, SplashKit.LoadBitmap("Cell", "Resources/
59     cell.png") }
60 }
61 },
62 { "Buu", new Dictionary<int, Bitmap>
63 {
64     { 0, SplashKit.LoadBitmap("Buu", "Resources/
65     buu.png") }
66 }
67 },
68 { "Black", new Dictionary<int, Bitmap>
69 {
70     { 0, SplashKit.LoadBitmap("Black", "Resources/
71     black.png") }
72 }
73 };
74
75 public Bitmap GetCharacterImage(Character character)
76 {
77     if (_characterImages.ContainsKey(character.Name) &&
78         _characterImages[character.Name].ContainsKey
79         (character.TransformationLevel))
80     {
81         return _characterImages[character.Name]
```

```
        [character.TransformationLevel];  
74     }  
75  
76     // Return a default image if no specific image is found  
77     return SplashKit.LoadBitmap("Default", "Resources/  
        default.png");  
78     }  
79 }  
80 }  
81
```