

```
1 using DragonBallGame.CharacterClass;
2 using System;
3 using System.Collections.Generic;
4 using System.Linq;
5 using System.Text;
6 using System.Threading.Tasks;
7
8 namespace DragonBallGame
9 {
10
11     public class RecruitResult
12     {
13         public RecruitStatus Status { get; set; }
14         public Character Character { get; set; }
15     }
16
17     public enum RecruitStatus
18     {
19         NotEnoughZeni,
20         NoAvailableCharacters,
21         NewCharacterRecruited,
22         CharacterEvolved
23     }
24 }
25
```