

```
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 class Beast : ITransformationState
11     {
12         public void Handle(Character character)
13         {
14             character.Power += 1000;
15             character.MaxHealth += 500;
16             character.Health = character.MaxHealth;
17             character.TransformationLevel++;
18             character.Form = "Beast";
19         }
20     }
21 }
22
```