

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6 using DragonBallGame.TransformationState;
7
8 namespace DragonBallGame.CharacterClass
9 {
10     public class Gohan : Character
11     {
12         public Gohan() : base("Son Gohan", 1050, 550, "Masenko")
13         {
14         }
15
16         public override int MaxLevel => 3;
17
18         public override void OnDuplicateRecruited()
19         {
20             base.OnDuplicateRecruited();
21
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 Ultimate());
32                     break;
33                 case 3:
34                     SetTransformationState(new Beast());
35                     break;
36                 default:
37                     break;
38             }
39         }
40     }
41 }
42
```