

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace _9._2C
8 {
9     public class GameObject : IdentifiableObject
10    {
11        private string _name;
12        private string _description;
13
14        public GameObject(string[] ids, string name, string
15            description) : base(ids) //call constructor of the base
16            class
17        {
18            _name = name;
19            _description = description;
20        }
21
22        public string Name
23        {
24            get { return _name; }
25        }
26
27        public string ShortDescription
28        { get { return $"{_name} ({FirstId})"; } }
29
30        public virtual string FullDescription
31        { get { return _description; } }
32    }
33 }
```