


```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace _4._2P
8 {
9     public class Item : GameObject
10    {
11        public Item(string[] ids, string name, string description) : 
12            base(ids, name, description)
13        {
14        }
15    }
16 }
17
```