

```
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 Paths : GameObject
10    {
11        public Location Destination { get; set; }
12
13        public Paths(string[] ids, string name, string description, Location destination) : base(ids, name, description)
14        {
15            Destination = destination;
16        }
17
18        public void MovePlayer(Player player)
19        {
20            player.Location = Destination;
21        }
22    }
23 }
```