```csharp
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 GameObject : IdentifiableObject
10     {
11         private string _name;
12         private string _description;
13
14         public GameObject(string[] ids, string name, string
             description) : base(ids)    //call constructor of the base
             class
15         {
16             _name = name;
17             _description = description;
18         }
19
20         public string Name
21         {
22             get { return _name; }
23         }
24
25         public string ShortDescription
26             { get { return $"{_name} ({FirstId})"; } }
27
28         public virtual string FullDescription
29             { get { return _description; } }
30     }
31
32 }
33
```