

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