```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 IdentifiableObject
8  {
9      public class Path:GameObject
10     {
11         private bool _block;
12         private Locations _current_location;
13         private Locations _destination;
14
15         public Path(string[] ids, string name, string desc, Locations      ⮑
             current_location, Locations destination):base(ids, name, desc)
16         {
17             _block = false;
18             _current_location = current_location;
19             _destination = destination;
20             AddIdentifier("path");
21             foreach (string s in name.Split(" "))
22             {
23                 AddIdentifier(s);
24             }
25         }
26
27         public Locations Destination
28         {
29             get
30             {
31                 return _destination;
32             }
33         }
34
35         public override string FullDescription
36         {
37             get
38             {
39                 return Name;
40             }
41         }
42
43         public bool Block
44         {
45             get
46             {
47                 return _block;
48             }
```

```
49              set
50              {
51                  _block = value;
52              }
53          }
54      }
55  }
56
```