

```
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 abstract class GameObject:IdentifiableObject
10    {
11        private string _description;
12        private string _name;
13
14        public GameObject(string[] ids, string name, string desc) : base(ids)
15        {
16            _name = name;
17            _description = desc;
18        }
19
20        public string Name
21        {
22            get
23            {
24                return _name;
25            }
26        }
27
28        public string ShortDescription
29        {
30            get
31            {
32                return $"{_name} ({FirstId})";
33            }
34        }
35
36        public virtual string FullDescription
37        {
38            get
39            {
40                return _description;
41            }
42        }
43    }
44 }
45
```