```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 Iteration3
8  {
9      public class Item : GameObject
10     {
11         public Item(string[] idents, string name, string desc) : base  ⏎
             (idents, name, desc)
12         {
13
14         }
15     }
16 }
17
18
```