

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6 using System.Xml.Linq;
7
8 namespace Iteration2
9 {
10     public class Item : GameObject
11     {
12         public Item(string[] idents, string name, string desc) : base
13             (idents, name, desc)
14         {
15         }
16     }
17 }
18
```