

```
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 GameObject : IdentifiableObject
10    {
11        private string _description;
12        private string _name;
13        public GameObject(string[] ids, string name, string desc) : base    ↗
14            (ids)
15        {
16            _description = desc;
17            _name = name;
18        }
19        public string name
20        {
21            get { return _name; }
22        }
23        public string ShortDescription
24        {
25            get { return $"{_name} ({FirstID})"; }
26        }
27        public virtual string FullDescription
28        {
29            get { return _description; }
30        }
31    }
32 }
33
```