```csharp
 1  namespace CustomProject.Observers
 2  {
 3      public class SwordUnlocked : IObserver
 4      {
 5          public void Update(string eventType, Player player)
 6          {
 7              if (eventType == "SwordUnlocked")
 8              {
 9                  Console.WriteLine($"\nYou are now able to collect Sword and ⤷
                        the Potions!\n");
10              }
11          }
12      }
13  }
14
```