```csharp
1  namespace CustomProject.GameObjects
2  {
3      public class CollectibleBomb : DrawableObject
4      {
5          public CollectibleBomb(double xLocation, double yLocation) : base
             (xLocation, yLocation, new string[] { "bomb" }, "Bombs!!", "Do
              not touch the bombs!", "Bomb.png")
6          {
7          }
8      }
9  }
10
```