

```
1 namespace CustomProject.GameObjects
2 {
3     public class CollectibleGold : DrawableObject
4     {
5         public CollectibleGold(double xLocation, double yLocation) : base
            (xLocation, yLocation, new string[] { "gold" }, "Golds!!",
            "Collect golds to win the game!!", "Gold.png")
6     {
7     }
8 }
9 }
```