

```
1 namespace CustomProject.GameObjects
2 {
3     public class JumpPotion : DrawableObject
4     {
5         public JumpPotion(double xLocation, double yLocation) : base
6             (xLocation, yLocation, new string[] { "jump potion" }, "Jump
7             Potion!!", "Increase jump !!", "jumppotion.png")
8         {
9     }
10 }
```