

```
1 namespace CustomProject.Observers
2 {
3     public class SwordObserver : IObserver
4     {
5         public void Update(string eventType, Player player)
6         {
7             if (eventType == "SwordCollected")
8             {
9                 Console.WriteLine($"Swords collected:
10                                {player.CollecteSwords}");
11             }
12         }
13     }
14 }
```