

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