

```
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.CollectedSwords}");
11             }
12         }
13     }
14 }
```