

```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6
7  namespace Iteration1
8  {
9      public class Item : GameObject
10     {
11         public Item(string[] idents, string name, string description) :     ↵
12             base(idents, name, description)
13         {
14         }
15     }
16 }
```