

```
1  using SplashKitSDK;
2
3  namespace CustomProject.GameObjects
4  {
5      public abstract class DrawableObject : GameObject
6      {
7          protected double _xLocation;
8          protected double _yLocation;
9          protected Bitmap _image;
10
11         public DrawableObject(double xLocation, double yLocation, string[] ↵
12             ids, string name, string description, string imagePath)
13             : base(ids, name, description)
14         {
15             _xLocation = xLocation;
16             _yLocation = yLocation;
17             _image = SplashKit.LoadBitmap(ids[0], imagePath);
18         }
19
20         public virtual void Draw()
21         {
22             SplashKit.DrawBitmap(_image, _xLocation, _yLocation);
23         }
24
25         public double X { get => _xLocation; set => _xLocation = value; }
26         public double Y { get => _yLocation; set => _yLocation = value; }
27         public Bitmap Image => _image;
28     }
29 }
```