```csharp
1  using System;
2  using System.Collections.Generic;
3  using System.ComponentModel.Design;
4  using System.Linq;
5  using System.Text;
6  using System.Threading.Tasks;
7
8  namespace Iteration1
9  {
10     public abstract class GameObject : IdentifiableObject
11     {
12         private string _description;
13         private string _name;
14
15         public GameObject(string[] ids, string name, string description) :  ⮐
             base(ids)
16         {
17             _description = description;
18             _name = name;
19         }
20
21         public string Name
22         {
23             get => _name;
24         }
25
26         public string ShortDescription
27         {
28             get => $"a {Name} ({FirstId()})";
29         }
30
31         public virtual string FullDescription
32         {
33             get => _description;
34         }
35     }
36 }
37
```