

```
1 namespace CustomProject.GameObjects
2 {
3     public class SpeedPotion : DrawableObject
4     {
5         public SpeedPotion(double xLocation, double yLocation) : base
6             (xLocation, yLocation, new string[] { "speed potion" }, "Speed
7             Potion!!", "Increase speed !!", "speedpotion.png")
8     }
9 }
10
```