

```
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[] ids, string name, string description, string imagePath) : base(ids, name, description)
12         {
13             _xLocation = xLocation;
14             _yLocation = yLocation;
15             _image = SplashKit.LoadBitmap(ids[0], imagePath);
16         }
17
18         public virtual void Draw()
19         {
20             SplashKit.DrawBitmap(_image, _xLocation, _yLocation);
21         }
22
23         public double X { get => _xLocation; set => _xLocation = value; }
24         public double Y { get => _yLocation; set => _yLocation = value; }
25         public Bitmap Image => _image;
26     }
27 }
28
29
```