

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