```
 1  namespace CustomProject.GameObjects
 2  {
 3      public abstract class GameObject : IdentifiableObject
 4      {
 5          private string _description;
 6          private string _name;
 7
 8          public GameObject(string[] ids, string name, string description) :  ⤵
             base(ids)
 9          {
10              _description = description;
11              _name = name;
12          }
13
14          public string Name
15          {
16              get => _name;
17          }
18
19          public string ShortDescription
20          {
21              get => $"a {Name} ({FirstId()})\n";
22          }
23
24          public virtual string FullDescription
25          {
26              get => _description;
27          }
28      }
29  }
30
```