

```
1 namespace CustomProject.GameObjects
2 {
3     public class Sword : DrawableObject
4     {
5         public Sword(double xLocation, double yLocation) : base(xLocation,    ↪
6             yLocation, new string[] { "sword" }, "Metal Sword!", "Meelee      ↪
7             weapons!", "sword.png")
8     }
9 }
```