```csharp
1  using System;
2
3  namespace SwinAdventure
4  {
5      public class Paths : GameObject
6      {
7          bool _isLocked;
8          Locations _source, _destination;
9          string[] _ids;
10
11         public Paths(string[] ids, string name, string desc, Locations ⮑
            source, Locations destination) : base(ids, name, desc)
12         {
13             _isLocked = false;
14             _source = source;
15             _destination = destination;
16             _ids = ids;
17
18             AddIdentifier("path");
19             foreach (string s in name.Split(" "))
20             {
21                 AddIdentifier(s);
22             }
23         }
24
25         public Locations Destination
26         {
27             get
28             {
29                 return _destination;
30             }
31         }
32
33         public override string ShortDescription
34         {
35             get
36             {
37                 return "- " + _ids[0] + ": " + _destination.Name + "\n";
38             }
39         }
40
41         public bool IsLocked
42         {
43             get
44             {
45                 return _isLocked;
46             }
47             set
48             {
```

```
49                    _isLocked = value;
50                }
51            }
52        }
53  }
54
```