```csharp
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6
7  namespace SwinAdventure
8  {
9      public class GameObject : IdentifiableObject
10     {
11         private string _name;
12         private string _description;
13         private string[] _ids;
14
15         public GameObject(string[] ids, string name, string desc) : base
             (ids)
16         {
17             _name = name;
18             _description = desc;
19             _ids = ids;
20         }
21
22         public string Name
23         {
24             get
25             {
26                 return _name;
27             }
28         }
29
30         public string ShortDescription
31         {
32             get
33             {
34                 return _name + " (" + _ids[0] + ")";
35             }
36         }
37
38         public virtual string FullDescription
39         {
40             get
41             {
42                 return _description;
43             }
44         }
45     }
46 }
47
```