```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 abstract class Command : IdentifiableObject
10     {
11         public Command(string[] ids) : base(ids)
12         {
13         }
14
15         public abstract string Execute(Player p, string[] text);
16     }
17 }
18
```