

```
1 using SwinAdventureIteration1;
2 using System;
3 using System.Xml.Linq;
4
5 public abstract class GameObject : IdentifiableObject
6 {
7
8     private string _description;
9     private string _name;
10
11     public GameObject(string[] idents, string name, string desc) : base      ↗
12         (idents)
13     {
14         _name = name;
15         _description = desc;
16     }
17
18     public string Name
19     {
20         get
21         {
22             return _name;
23         }
24     }
25
26     public string ShortDescription
27     {
28         get
29         {
30             return $"{_name} ({FirstId})";
31         }
32     }
33
34     public string FullDescription
35     {
36         get
37         {
38             return _description;
39         }
40     }
41
42 }
```