```csharp
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6  using SwinAdventure;
7
8  namespace SwinAdventure
9  {
10     public class Item : GameObject
11     {
12         public Item(string[] ids, string name, string desc) : base(ids,
             name, desc)
13         {
14
15         }
16     }
17 }
18
```