```csharp
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace SwinAdventure
{
    //Change from external to public
    public class Item : GameObject
    {
        public Item(string[] idents, string name, string desc) : base(idents,
          name, desc)
        {

        }
    }
}
```