

```
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 abstract class Command : IdentifiableObject
11     {
12         public Command(string[] ids) : base(ids)
13         {
14
15         }
16
17         public abstract string Execute(Player p, string[] text);
18     }
19 }
20
```