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...ly_exercises\6.1P\SwinAdventure\SwinAdventure\Item.cs
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```
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)
        {
            }
        }
      }
}
```