

```
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 GameObject : IdentifiableObject
11     {
12         //Attributes
13         private string _description;
14         private string _name;
15         //Constructor & methods
16         public GameObject(string[] ids, string name, string desc) : base(ids)
17         {
18             _name = name;
19             _description = desc;
20         }
21         public string Name
22         {
23             get
24             {
25                 return _name;
26             }
27         }
28         public string ShortDescription
29         {
30             get
31             {
32                 return $"{Name}: {FirstId}";
33             }
34         }
35         public virtual string FullDescription
36         {
37             get
38             {
39                 return _description;
40             }
41         }
42     }
43 }
44
45
```