

```
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 Paths : GameObject
11     {
12         //Attributes
13         bool _LockablePath;
14         Location _end;
15         //Constructor & Methods
16         public Paths(string[] idents, string name, string desc, Location end) : base(idents, name, desc)
17         {
18             _end = end;
19             _LockablePath = false;
20             AddIdentifier("path");
21         }
22         public Location End
23         {
24             get { return _end; }
25         }
26         public override string FullDescription
27         {
28             get
29             {
30                 return Name;
31             }
32         }
33         public bool LockablePath
34         {
35             get
36             {
37                 return _LockablePath;
38             }
39             set
40             {
41                 _LockablePath = value;
42             }
43         }
44     }
45 }
46
```