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1 contributor

20 lines (18 sloc) | 417 Bytes

...

```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6
7  namespace SwinAdventure
8  {
9      public interface IHaveInventory
10     {
11         ///! Everything that has an inventory has to have the ability to
12         ///! locate items.
13         GameObject Locate(string id);
14
15         public string Name
16         {
17             get;
18         }
19     }
20 }
```