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1 contributor

31 lines (26 sloc) | 727 Bytes

...

```
1 namespace SwinAdventure
2 {
3     public class Bag : Item, IHaveInventory
4     {
5         Inventory _inventory = new();
6
7         public Bag(string[] idents, string name, string description) : base(idents, name, description)
8         {
9
10        }
11
12        public Inventory Inventory
13        {
14            get { return _inventory; }
15        }
16
17        public override string FullDescription
18        {
19            get { return $"In the {Name} you can see\n{_inventory.ItemList}"; }
20        }
21
22        public GameObject Locate(string id)
23        {
24            if(this.AreYou(id) == true)
25            {
26                return this;
27            }
28            return _inventory.Fetch(id);
29        }
30    }
31 }
```