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1 contributor

39 lines (35 sloc) | 1.31 KB

...

```
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 class Player : GameObject, IHaveInventory //x TODO Implement Inventory field, proper
10     {
11         Inventory _inventory = new Inventory();
12         public Player(string name, string description) : base(new string[] { "me", "inventory" })
13         {
14
15         }
16
17         public Inventory Inventory
18         {
19             get { return _inventory; }
20         }
21
22         public override string FullDescription //! Can only override virtual properties
23         {
24             get { return $"You are {Name} {base.FullDescription}.\nYou are carrying\n{Inventory}"; }
25         }
26         public GameObject Locate(string id) //! Checks if the player holds an object with id
27         {
28             if (this.AreYou(id) == true)
29             {
30                 return this; // returns this object
31             }
32             return _inventory.Fetch(id); // if the object isn't around then check our inventory
```

```
33      /*! NOTE:
34      *      The Locate operation should return null if no objects match id as the default
35      *      Fetch is null.
36      */
37    }
38  }
39 }
```