```csharp
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6
7  namespace _6._1P
8  {
9      public class Player : GameObject, IHaveInventory
10     {
11         private Inventory _inventory = new Inventory();
12
13         public Player(string name, string description) : base(new string ⮑
             [] { "me", "inventory" }, name, description) { } //name and   ⮑
             des gotten from GameObject
14         //help the class identify itself and its item, 3 batteries, 2    ⮑
             from GO and 1 from IO
15         public GameObject Locate(string id)
16         {
17             if (AreYou(id))
18             {
19                 return this; //return then player object itself
20             }
21             return _inventory.Fetch(id);
22             //searches the inventory for an item with the given          ⮑
                 identifier and returns it if found. If no item matches, it ⮑
                 returns null.
23         }
24
25         public override string FullDescription
26         {
27             get
28             {
29                 return $"You are {Name}, {base.FullDescription}\nYou are ⮑
                     carrying:\n{_inventory.ItemList}";
30             }
31         }
32
33         public Inventory Inventory { get { return _inventory; } }
34
35     }
36 }
37
```