```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 _9._2C
 8  {
 9      public class Player : GameObject, IHaveInventory
10      {
11          private Inventory _inventory = new Inventory();
12          private Location _location;
13
14          public Player(string name, string description) : base(new string
              [] { "me", "inventory" }, name, description) { } //name and
              des gotten from GameObject
15          //help the class identify itself and its item, 3 batteries, 2
              from GO and 1 from IO
16          public GameObject Locate(string id)
17          {
18              if (AreYou(id))
19              {
20                  return this; //return then player object itself
21              }
22              GameObject item = _inventory.Fetch(id); // Fetch the item
                  from the inventory if it exists.
23              if (item != null)
24              {
25                  return item; // Return the item if found in the
                      inventory.
26              }
27              //Check for location if not found in inventory
28              if (_location != null)
29              {
30                  return _location.Locate(id); //instead of returning null
                      like the first time, this time it will look for the
                      location
31              }
32              return null;
33          }
34
35          public override string FullDescription
36          {
37              get
38              {
39                  return $"You are {Name}, {base.FullDescription}\nYou are
                      carrying:\n{_inventory.ItemList}";
40              }
41          }
42
43          public Inventory Inventory { get { return _inventory; } }
44
45          public Location Location
```

```
46                {
47                    get { return _location; }
48                    set { _location = value; }
49                }
50
51          public string Move(string direction)
52          {
53              MoveCommand moveCommand = new MoveCommand();
54              return moveCommand.Execute(this, new string[] { "move",
                   direction });
55                                          //instance of player
56          }
57
58
59      }
60  }
61
```