

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace _4._2P
8 {
9     public class Player : GameObject
10    {
11        private Inventory _inventory = new Inventory();
12
13        public Player(string name, string description) : base(new
14            string[] { "me", "inventory" }, name, description) { } //name
15            and des gotten from GameObject
16        //help the class identify itself and its item, 3 batteries, 2
17        from GO and 1 from IO
18        public GameObject Locate(string id)
19        {
20            if (AreYou(id))
21            {
22                return this; //return then player object itself
23            }
24            return _inventory.Fetch(id);
25            //searches the inventory for an item with the given
26            identifier and returns it if found. If no item matches, it
27            returns null.
28        }
29
30        public override string FullDescription
31        {
32            get
33            {
34                return $"You are {Name}, {base.FullDescription}\nYou are
35                carrying:\n{_inventory.ItemList}";
36            }
37        }
38
39        public Inventory Inventory { get { return _inventory; } }
40    }
41 }
```