```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6
7  namespace _7._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
52      }
53  }
54
```