```csharp
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6  using System.Xml.Linq;
7
8  namespace IdentifiableObject
9  {
10     public class Player:GameObject
11     {
12         private Inventory _inventory;
13
14         public Player(string name, string desc) : base(new string[] {"me",
                "inventory"}, name, desc)
15         {
16             _inventory = new Inventory();
17         }
18
19         public GameObject Locate(string id)
20         {
21             if (AreYou(id) == true)
22             {
23                 return this;
24             }
25             else
26             {
27                 return _inventory.Fetch(id);
28             }
29
30         }
31
32         public override string FullDescription
33         {
34             get
35             {
36                 return $"You are ({Name}), ({base.FullDescription}). You
                    are carrying:\n{_inventory.ItemList}";
37             }
38         }
39
40         public Inventory Inventory
41         {
42             get
43             {
44                 return _inventory;
45             }
46         }
47     }
```

```
48  }
49
```