```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 IdentifiableObject
8  {
9      public interface IHaveInventory
10     {
11         public GameObject Locate(string id);
12
13         public string Name
14         {
15             get;
16         }
17     }
18 }
19
```