

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace Iteration4
8 {
9     public class Player : GameObject, IHaveInventory
10    {
11        private Inventory _inventory;
12        public Player(string name, string desc) : base(new string[] { "me", ↵
13            "inventory" }, name, desc)
14        {
15            _inventory = new Inventory();
16        }
17        public GameObject Locate(string id)
18        {
19            if (AreYou(id))
20            {
21                return this;
22            }
23            else
24            {
25                return _inventory.Fetch(id);
26            }
27        }
28        public override string FullDescription
29        {
30            get
31            {
32                return $"You are {this.name}. You are carrying:\n" + ↵
33                    _inventory.ItemList;
34            }
35        }
36        public Inventory Inventory
37        {
38            get
39            {
40                return _inventory;
41            }
42        }
43    }
44 }
```