```csharp
1  using System;
2  using System.Collections.Generic;
3  using System.IO.Pipes;
4  using System.Linq;
5  using System.Text;
6  using System.Threading.Tasks;
7  using System.Xml.Linq;
8
9  namespace Iteration2
10 {
11     public class Player : GameObject
12     {
13         private Inventory _inventory;
14         public Player(string name, string desc) : base(new string[] { "me", ⮑
               "inventory" }, name, desc)
15         {
16             _inventory = new Inventory();
17         }
18         public GameObject Locate(string id)
19         {
20             if (AreYou(id))
21             {
22                 return this;
23             }
24             else
25             {
26                 return _inventory.Fetch(id);
27             }
28         }
29         public override string FullDescription
30         {
31             get
32             {
33                 return $"You are {name} {base.FullDescription}. You are    ⮑
                   carrying \n" + _inventory.ItemList;
34             }
35         }
36         public Inventory Inventory
37         {
38             get => _inventory;
39         }
40
41     }
42 }
43
```