```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 Iteration3
 8  {
 9      public class Player : GameObject
10      {
11          private Inventory _inventory;
12          public Player(string name, string desc) : base(new string[] { "me",
              "inventory" }, name, desc)
13          {
14              _inventory = new Inventory();
15          }
16          public GameObject Locate(string id)
17          {
18              if (AreYou(id))
19              {
20                  return this;
21              }
22              else
23              {
24                  return _inventory.Fetch(id);
25              }
26          }
27          public override string FullDescription
28          {
29              get
30              {
31                  return $"You are {name} {base.FullDescription}. You are
                      carrying \n" + _inventory.ItemList;
32              }
33          }
34          public Inventory Inventory
35          {
36              get => _inventory;
37          }
38
39      }
40  }
41
```