

```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Reflection.Metadata.Ecma335;
5  using System.Text;
6  using System.Threading.Tasks;
7
8  namespace Iteration1
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))
22             {
23                 return this;
24             }
25             else if (_inventory.HasItem(id))
26             {
27                 return _inventory.Fetch(id);
28             }
29             return null;
30         }
31
32         public override string FullDescription
33         {
34             get
35             {
36                 string fulldesc = "";
37                 fulldesc += $"You are {Name}, {base.FullDescription}\n";
38                 fulldesc += "You are carrying\n";
39                 fulldesc += $"{_inventory.ItemList}";
40                 return fulldesc;
41             }
42         }
43
44         public Inventory Inventory
45         {
46             get => _inventory;
47         }
48     }
```

49 }

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