

```
1 using System.Runtime.InteropServices;
2
3 namespace Iteration1
4 {
5     internal class Program
6     {
7         static void Main(string[] args)
8         {
9             Console.Write("Player name: ");
10            string name = Console.ReadLine();
11            Console.Write("Player description: ");
12            string desc_ = Console.ReadLine();
13            Player player = new Player(name, desc_);
14
15            Item sword = new Item(new string[] { "sword" }, "sword", "Short range weapon!");
16            Item ak47 = new Item(new string[] { "ak47" }, "ak47", "Average range weapon with high damage!");
17
18            player.Inventory.Put(sword);
19            player.Inventory.Put(ak47);
20
21            Item grenade = new Item(new string[] { "grenade" }, "grenade", "Extreme damage and short range weapon!");
22            Bag bag1 = new Bag(new string[] { "bag1" }, "bag1", "");
23            bag1.Inventory.Put(grenade);
24            player.Inventory.Put(bag1);
25
26            Location location = new Location(new string[] { "military base" }, "military base", "large area");
27            Path _northpath = new Path(new string[] { "north" }, "hospital", "this is a hospital");
28
29            location.AddPath(_northpath);
30            player.CurrentLocation = location;
31
32            while (true)
33            {
34                Console.Write("Command -> ");
35                string command = Console.ReadLine();
36                CommandProcessor selected_command = new CommandProcessor();
37                string message = selected_command.Execute(player, new string[] { command });
38                Console.WriteLine(message);
39            }
40        }
41    }
42 }
```