

```
1  namespace Iteration1
2  {
3      public class Player : GameObject, IHaveInventory
4      {
5          private Inventory _inventory;
6          private Location _location;
7
8          public Player(string name, string desc) : base(new string[] {"me", "inventory"}, name, desc)
9          {
10             _inventory = new Inventory();
11         }
12
13         public GameObject Locate(string id)
14         {
15             try
16             {
17                 if (AreYou(id))
18                 {
19                     return this;
20                 }
21                 else if (_inventory.HasItem(id))
22                 {
23                     return _inventory.Fetch(id);
24                 }
25                 else if (_location.Inventory.HasItem(id))
26                 {
27                     return _location.Locate(id);
28                 }
29             }
30             catch (Exception e)
31             {
32                 return null;
33             }
34             return null;
35         }
36
37         public override string FullDescription
38         {
39             get
40             {
41                 string fulldesc = "";
42                 fulldesc += $"You are {Name}, {base.FullDescription}\n";
43                 fulldesc += "You are carrying\n";
44                 fulldesc += $"{_inventory.ItemList}";
45                 return fulldesc;
46             }
47         }
48     }
```

```
49     public Location CurrentLocation
50     {
51         get => _location;
52         set => _location = value;
53     }
54
55     public Inventory Inventory
56     {
57         get => _inventory;
58     }
59 }
60 }
61 }
```