

```
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",
9             "inventory" }, name, desc)
10        {
11            _inventory = new Inventory();
12        }
13
14        public GameObject Locate(string id)
15        {
16            try
17            {
18                if (AreYou(id))
19                {
20                    return this;
21                }
22                else if (_inventory.HasItem(id))
23                {
24                    return _inventory.Fetch(id);
25                }
26                else if (_location.Inventory.HasItem(id))
27                {
28                    return _location.Locate(id);
29                }
30            }
31            catch (Exception e)
32            {
33                return null;
34            }
35            return null;
36        }
37
38        public override string FullDescription
39        {
40            get
41            {
42                string fulldesc = "";
43                fulldesc += $"You are {Name}, {base.FullDescription}\n";
44                fulldesc += "You are carrying\n";
45                fulldesc += $"{_inventory.ItemList}";
46                return fulldesc;
47            }
48        }
49    }
50 }
```

```
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
```