```csharp
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, IHaveInventory
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 string Name
33         {
34             get => base.Name;
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
```

```csharp
49         public Inventory Inventory
50         {
51             get => _inventory;
52         }
53     }
54 }
55
```