```csharp
1  using Iteration1;
2
3  namespace PlayerUnitTests
4  {
5      public class Tests
6      {
7          Player player;
8          Item sword;
9          Item ak47;
10
11          [SetUp]
12          public void Setup()
13          {
14              player = new Player("Chien", "A boy with high curiosity.");
15              sword = new Item(new string[] { "sword", "melee" }, "bronze
                   sword", "Melee weapon. High damage.");
16              ak47 = new Item(new string[] { "ak47", "gun" }, "ak47", "Gun.
                   High Damage.");
17              player.Inventory.Put(sword);
18              player.Inventory.Put(ak47);
19          }
20
21          [Test]
22          public void TestPlayerIdentifiable()
23          {
24              Assert.That(player.AreYou("inventory"), Is.EqualTo(true));
25              Assert.Pass();
26          }
27
28          [Test]
29          public void TestPlayerLocatesItem()
30          {
31              Assert.That(player.Locate("sword"), Is.EqualTo(sword));
32              Assert.That(player.Inventory.HasItem("sword"), Is.EqualTo
                   (true));
33              Assert.Pass();
34          }
35
36          [Test]
37          public void TestPlayerLocatesItself()
38          {
39              Assert.That(player.Locate("inventory"), Is.EqualTo(player));
40              Assert.That(player.Locate("me"), Is.EqualTo(player));
41              Assert.Pass();
42          }
43
44          [Test]
45          public void TestPlayerLocatesNothing()
46          {
```

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47                Assert.That(player.Locate("machine gun"), Is.EqualTo(null));
48                Assert.Pass();
49            }
50
51            [Test]
52            public void TestPlayerFullDescription()
53            {
54                Assert.That(player.FullDescription, Is.EqualTo("You are Chien, ↵
                    A boy with high curiosity.\nYou are carrying\n    a bronze ↵
                    sword (sword)\n    a ak47 (ak47)\n"));
55                Assert.Pass();
56            }
57        }
58    }
```