

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

49 }

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