```csharp
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6
7  namespace SwinAdventure
8  {
9      public class Player : GameObject, IHaveInventory
10     {
11         private Inventory _inventory;
12         private Locations _location;
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             GameObject? res = null;
22             if (AreYou(id))
23             {
24                 return this;
25             }
26             res = _inventory.Fetch(id);
27             if(res != null)
28             {
29                 return res;
30             }
31             if(_location != null)
32             {
33                 res = _location.Locate(id);
34                 return res;
35             }
36             return null;
37         }
38
39         public override string FullDescription
40         {
41             get
42             {
43                 return $"You are {Name}, you are carrying:\n           ⮑
                   {_inventory.ItemList}";
44             }
45         }
46
47         public Inventory Inventory
```

```csharp
        {
            get
            {
                return _inventory;
            }
        }

        public Locations Location
        {
            get
            {
                return _location;
            }
            set
            {
                _location = value;
            }
        }
    }
}
```