```csharp
namespace SwinAdventure
{
    internal class Program
    {
        static string[] CommandExe(string input)
        {
            return input.Split(' ');
        }

        static void Main(string[] args)
        {
            Console.WriteLine("Enter player's name:");
            string playerName = Console.ReadLine();

            Console.WriteLine("Enter player's description:");
            string playerDescription = Console.ReadLine();

            Player player = new Player(playerName, playerDescription);

            Item BronzeSword = new Item(new string[] { "sword", "weapon" },
                "Bronze Sword", "A simple bronze sword.");
            Item BronzeAxe = new Item(new string[] { "axe", "weapon" },
                "Bronze Axe", "A simple bronze axe.");

            player.Inventory.Put(BronzeSword);
            player.Inventory.Put(BronzeAxe);

            Bag bag = new Bag(new string[] { "bag", "inventory" }, "Bag",
                "A simple bag.");
            player.Inventory.Put(bag);

            Item gem = new Item(new string[] { "gem", "jewel" }, "Gem", "A
                shiny gem.");
            bag.Inventory.Put(gem);

            while (true)
            {
                Console.WriteLine("Enter a command: ");
                Command command = new LookCommand();
                string _input = Console.ReadLine();

                if (_input.ToLower() == "quit")
                {
                    break;
                }
                else
                {
                    Console.WriteLine(command.Execute(player, CommandExe
                        (_input)));
```

```
45                    }
46                }
47            }
48        }
49  }
50
```

```
    3         internal class Program
    4         {
                  1 reference
                  static string[] CommandExe(string input)
    5         ⌄   {
    6                 return input.Split(' ');
    7             }
    8
    9
                  0 references
   10         ⌄   static void Main(str
   11             {
   12                 Console.WriteLin
   13                 string playerNam
   14
   15                 Console.WriteLin
   16                 string playerDes
   17
   18                 Player player =
   19
   20                 Item BronzeSword
   21                 Item BronzeAxe =
   22
   23                 player.Inventory
   24                 player.Inventory
   25
   26                 Bag bag = new Ba
   27                 player.Inventory
   28
   29                 Item gem = new I
   30                 bag.Inventory.Pu
   31
   32         ⌄       while (true)
   33                 {
   34                     Console.Writ
   35                     Command comm
   36                     string _inpu
```

Terminal — D:\workspace\COS20007\COS

```
Enter player's name:
Sen
Enter player's description:
1di0t
Enter a command:
look at me
Sen (me): 1di0t
Enter a command:
look at sword
Bronze Sword (sword): A simple bronze sword.
Enter a command:
look at bag
Bag (bag): A simple bag.
Enter a command:
look at gem in bag
Gem (gem): A shiny gem.
Enter a command:
look at gem
I can't find the gem
Enter a command:
```

Autos

Search (Ctrl+E)

Name

	File	Line	Suppression State
	Player.cs	18	Active
'Player.FullDescription' hides inherited member 'GameObject.FullDescription'. Use the new keyword if hiding was intended. SwinAdventure	Player.cs	27	Active
⚠ CS8600 Converting null literal or possible null value to non-nullable type. SwinAdventure	Program.cs	13	Active

Call Stack   Breakpoints   Exception Settings   Command Window   Immediate Window   Output   Error List