

```
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
10    {
11        private Inventory _inventory;
12        string _name;
13        string _desc;
14
15        public Player(string name, string desc) : base(new string[] { "me", ↵
16            "inventory" }, name, desc)
17        {
18            _inventory = new Inventory();
19            _name = name;
20            _desc = desc;
21        }
22
23        public GameObject? Locate(string id)
24        {
25            if (AreYou(id))
26            {
27                return this;
28            }
29            return _inventory.Fetch(id);
30        }
31
32        public override string FullDescription
33        {
34            get
35            {
36                return "You are " + _name + ", " + _desc + ". You are ↵
37                    carrying: " + _inventory.ItemList;
38            }
39        }
40
41        public Inventory Inventory
42        {
43            get
44            {
45                return _inventory;
46            }
47        }
48    }
49 }
```