

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6 using SwinAdventure;
7
8 namespace PlayerTest
9 {
10     internal class PlayerTest
11     {
12         Player _player = new Player("Sen", "luv ur mom");
13         Item BronzeSword = new Item(new string[] { "sword", "weapon" },
14             "Bronze Sword", "A simple bronze sword.");
15
16         [SetUp]
17         public void Setup()
18         {
19
20         }
21
22         [Test]
23         public void PlayerisIdentifiableTest()
24         {
25             Assert.IsTrue(_player.AreYou("me"));
26             Assert.IsTrue(_player.AreYou("inventory"));
27         }
28
29         [Test]
30         public void PlayerLocateItemTest()
31         {
32             _player.Inventory.Put(BronzeSword);
33
34             Assert.AreEqual(BronzeSword, _player.Locate("sword"));
35         }
36
37         [Test]
38         public void PlayerLocateItselfTest()
39         {
40             Assert.AreEqual(_player, _player.Locate("me"));
41             Assert.AreEqual(_player, _player.Locate("inventory"));
42         }
43
44         [Test]
45         public void PlayerLocateNothingTest()
46         {
47             Assert.IsNull(_player.Locate("sadaa"));
48         }
49     }
50 }
```

```
49     public void PlayerFullDescriptionTest()
50     {
51         _player.Inventory.Put(BronzeSword);
52         string desc = _player.FullDescription;
53
54         Assert.AreEqual("You are Sen, luv ur mom. You are carrying:
55             \tBronze Sword (sword)\n", desc);
56     }
57 }
58
```