
```
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 interface IHaveInventory
10    {
11        public GameObject Locate(string id);
12
13        public string Name { get; }
14    }
15 }
16
```