

```
1 using System;
2
3 public class Player : GameObject
4 {
5     private Inventory _inventory;
6
7     public Player(string name, string desc) : base(new string[]
8     { "me", "inventory"}, name, desc)
9     {
10         _inventory = new Inventory();
11     }
12
13     public GameObject Locate(string id)
14     {
15         if (AreYou(id))
16         {
17             return this;
18         }
19         else
20         {
21             return _inventory.Fetch(id);
22         }
23     }
24
25     public string FullDescription
26     {
27         get
28         {
29             return $"You are {Name} {base.FullDescription}\nYou are
30             carrying\n" + _inventory.ItemList;
31         }
32     }
33
34     public Inventory Inventory
35     {
36         get
37         {
38             return _inventory;
39         }
40     }
41 }
```