```csharp
 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 SwinAdventure
 9  {
10      public class Player : GameObject, IHaveInventory
11      {
12          //Attributes
13          private Inventory _inventory;
14          //Constructor & Methods
15          public Player(string name, string desc) : base(new string[] { "
              me", "inventory"}, name, desc)
16          {
17              _inventory = new Inventory();
18          }
19          public GameObject Locate(string id)
20          {
21              if (AreYou(id))
22              {
23                  return this;
24              }
25              return _inventory.Fetch(id);
26          }
27          public override string FullDescription
28          {
29              get
30              {
31                  return $"{Name}, {base.FullDescription}\nList of Items
                    that you have:\n{ _inventory.ItemList}";
32              }
33          }
34          public Inventory Inventory
35          {
36              get
37              {
38                  return _inventory;
39              }
40          }
41
42      }
43  }
44
```