

```
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 interface IHaveInventory
11     {
12         GameObject Locate(string id);
13         public string Name
14         {
15             get;
16         }
17     }
18 }
19 }
20
```