

```
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                 return this;
23             if (Inventory.HasItem(id))
24                 return Inventory.Fetch(id);
25             return null;
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         //New methods
42         private Location _location;
43         public Location Location
44         {
45             get
46             {
47                 return _location;
```

```
48         }
49         set
50         {
51             _location = value;
52         }
53     }
54     public void Move(Paths MovePath)
55     {
56         if (Location.PathExists(MovePath) && MovePath.End != null)
57         {
58             Location = MovePath.End;
59         }
60     }
61 }
62 }
63
```