

```
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 SwinAdventureTest
9 {
10     public class PlayerTest
11     {
12         Player player;
13         Item axe;
14         Item sword;
15         [SetUp]
16         public void Setup()
17         {
18             axe = new Item(new string[] { "axe" }, "A wooden axe", "+10
19                 points Damage");
20             sword = new Item(new string[] { "sword" }, "A sharp sword",
21                 "+20 points Damage");
22             player = new Player("Truong Ngoc Gia Hieu", "A brave Swinburne
23                 warrioe");
24         }
25         [Test]
26         public void TestPlayerisIdentifiable()
27         {
28             Assert.That(player.AreYou("me"), Is.True);
29             Assert.That(player.AreYou("inventory"), Is.True);
30         }
31         [Test]
32         public void TestPlayerLocatesItems()
33         {
34             player.Inventory.Put(axe);
35             player.Inventory.Put(sword);
36             Assert.That(player.Inventory.HasItem("axe"), Is.True);
37             Assert.That(player.Inventory.HasItem("sword"), Is.True);
38         }
39         [Test]
40         public void TestPlayerLocateitSelf()
41         {
42             Player me = (Player)player.Locate("me");
43             Player inventory = (Player)player.Locate("inventory");
44             Assert.AreEqual(player, me);
45             Assert.AreEqual(player, inventory);
46         }
47         [Test]
48         public void TestPlayerFullDescription()
49         {
50         }
```

```
47         player.Inventory.Put(axe);
48         player.Inventory.Put(sword);
49         string expectedDescription = "Truong Ngoc Gia Hieu, A brave
        Swinburne warrioe\nList of Items that you have:\nA wooden
        axe: axe\nA sharp sword: sword\n";
50         Assert.That(player.FullDescription, Is.EqualTo
        (expectedDescription));
51     }
52
53 }
54 }
55
```