

Correction for 4.2P

GameObject.cs correction

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace SwinAdventure
{

    public abstract class GameObject : IdentifiableObject
    {
        private string _description;
        private string _name;

        public GameObject(string[] ids, string name, string description) : base(ids)
        {
            _name = name;
            _description = description;
        }

        public string Name
        {
            get { return _name; }
        }

        public string ShortDescription
```

```

    {
        get { return _description; }
    }

    public virtual string GetFullDescription()
    { return $"({_name}): {_description}"; }
    }
}

```

Player.cs correction

```

using MiNET.Utls.Skins;
using System;

namespace SwinAdventure
{
    public class Player : GameObject
    {
        private Inventory _inventory;

        public Player(string name, string description) : base(new string[] { "me", "inventory" }, name,
description)
        {
            _inventory = new Inventory();
        }

        public override string GetFullDescription()
        {

            return $"You are {Name}, {ShortDescription}. You are holding " + _inventory.ItemList;
        }
    }
}

```

```
public GameObject Locate(string id)
{
    if (AreYou(id))
    {
        return this;
    }
    return _inventory.Fetch(id);
}

public Inventory Inventory
{
    get { return _inventory; }
}
}
```