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| --- |
| **GameObject** |

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| --- |
| **Location** |
| - \_inventory: Inventory |
| + Location(string name, string desc)  + Locate(string id): GameObject  + Inventory :: Inventory << read-only property >>  + FullDescription :: string << read-only property >> |

|  |
| --- |
| **Player** |

|  |
| --- |
| << interface >>  **I Have Inventory** |