

## Refuge.java

```
1 package game.fields;
2
3 import game.Player;
4
5
6
7
8 public class Refuge extends Field
9 {
10     private String[] subText;
11     private String[] description;
12     public Refuge(String title, String[] subText, String[] description)
13     {
14         super(title);
15         this.subText = subText;
16         this.description = description;
17     }
18
19     public String[] getSubText() {
20         return subText;
21     }
22
23     public void setSubText(String[] strings) {
24         this.subText = strings;
25     }
26
27     public String[] getDescription() {
28         return description;
29     }
30     public String[] decoratorMessage(Player player){
31         return StringTools.add(super.decoratorMessage(player),description);
32     }
33 }
34
35 /**
36  * @param description the description to set
37  */
38 public void setDescription(String[] description) {
39     this.description = description;
40 }
41
42 /* (non-Javadoc)
43  * @see java.lang.Object#toString()
44  */
45 @Override
46 public String toString() {
47     return "Refuge [subText=" + Arrays.toString(subText) + ",
description="
48         + Arrays.toString(description) + "];"
49 }
50
51
52
```

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```
53  
54 }  
55
```