

## GotoJail.java

```
1 package game.fields;
2
3 import game.Player;
4
5 public class GotoJail extends Field {
6
7     public GotoJail(String title) {
8         super(title);
9     }
10
11     @Override
12     public String toString() {
13         return "GotoJail [title=" + title + "]";
14     }
15
16     @Override
17     public String[] decoratorMessage(Player player) {
18         // TODO Auto-generated method stub
19         return super.decoratorMessage(player);
20     }
21 }
22
```