

## MoveFieldsCard.java

```
1 package game.cards;
2
3 public class MoveFieldsCard extends Card {
4     private int numberOfFields;
5
6     public MoveFieldsCard(String cardDescription, int numberOfFields) {
7         super(cardDescription);
8         this.numberOfFields = numberOfFields;
9     }
10
11     public int getNumberOfFields() {
12         return numberOfFields;
13     }
14
15     public void setNumberOfFields(int numberOfFields) {
16         this.numberOfFields = numberOfFields;
17     }
18 }
19
```