```csharp
 1  using System;
 2  using System.Collections.Generic;
 3  using System.Linq;
 4  using System.Text;
 5  using System.Threading.Tasks;
 6
 7  namespace Iteration1
 8  {
 9      public class Path : GameObject
10      {
11          public Path(string[] ids, string destination, string desc) : base
              (ids, destination, desc)
12          {
13
14          }
15
16          public string Move(Player player)
17          {
18              string id = this.Destination;
19              string destination = this.Destination;
20              string desc = this.Description;
21              Location newLocation = new Location(new string[] { id },
                  destination, desc);
22              player.CurrentLocation = newLocation;
23              return $"You have moved to {destination}\n";
24          }
25
26          public string Description
27          {
28              get => base.FullDescription;
29          }
30
31          public string Direction
32          {
33              get => base.FirstId();
34          }
35
36          public string Destination
37          {
38              get => base.Name;
39          }
40      }
41  }
42
```