**Added LevelManger to the StarterStage**

**package** sonar.gamestates.states;

**import** sonar.gamestates.GSM;

**import** sonar.gamestates.GameState;

**import** sonar.gamestates.StateBuilder;

**public** **class** StarterStage **extends** GameState

{

**private** LM lm;

**public** StarterStage(StateBuilder buildState, GSM gsm)

{

**super**(buildState, gsm);

lm = **new** LM();

}

}