**Added the variable levelWindow and the Constructor for StaticLevelBuilder**

**package** sonar.gamestates.states.levels;

**public** **interface** LevelBuilder

{

}

**class** StaticLevelBuilder

{

**private** **int**[] levelWindow;

StaticLevelBuilder(**int** width, **int** height)

{

}

}

**class** DynamicLevelBuilder

{

}