**Linked the variable size with the constructor size and also created the loadHUD method in HUDSpriteBuilder class**

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

**public** **interface** SpriteBuilder

{

**int** getWidth();

**int** getHeight();

**int**[] getPixels();

}

**class** HUDSpriteBuilder **implements** SpriteBuilder

{

**private** SpriteSize size;

HUDSpriteBuilder(SpriteSize size, **int** colour)

{

**this**.size = size;

}

**private** **void** loadHUD(SpriteSize size, **int** colour)

{

}

**public** **int** getWidth(){**return** 0;}

**public** **int** getHeight(){**return** 0;}

**public** **int**[] getPixels(){**return** **null**;}

}