**Added solid and light methods to the Tile class.**

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

**class** Tile

{

**private** TileBuilder buildTile;

Tile(TileBuilder buildTile)

{

**this**.buildTile = buildTile;

}

Sprite getSprite(){**return** **null**;}

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

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

**boolean** solid(){**return** **false**;}

**boolean** light(){**return** **false**;}

}