**Imported StaticAnimation class into the TileManager class and also set grass to contain the grass sprite.**

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

**import** sonar.gamestates.states.levels.stages.entities.SpriteManager;

**import** sonar.gamestates.states.levels.stages.entities.animations.StaticAnimation;

**class** TileManager

{

**public** Tile voidTile, grass;

TileManager(SpriteManager manage)

{

voidTile = **new** Tile(**new** VoidTileBuilder(**new** StaticAnimation(manage.voidSprite)));

grass = **new** Tile(**new** GrassTileBuilder(**new** StaticAnimation(manage.grass)));

}

}