**Added xp and yp to the render method.**

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

**public** **class** Screen

{

**private** **int** width, height;

Screen(**int** width, **int** height)

{

**this**.width = width;

**this**.height = height;

}

**public** **void** renderTile(Tile tile)

{

}

**private** **void** render(Entity entity, **int** xp, **int** yp)

{

}

}