**Added the GameWindow and the currentGame to the GSM constructor**

**package** sonar.gamestates;

**import** java.awt.Graphics;

**public** **class** GSM

{

**private** Game game;

**public** GSM(**int**[] gameWindow, Game currentGame)

{

game = currentGame;

}

**public** **void** update()

{

}

**public** **void** render(Graphics g)

{

}

}