**Added loadState and setState so we can switch between different Gamestates**

**package** sonar.gamestates;

**import** java.awt.Graphics;

**import** sonar.Game;

**public** **class** GSM

{

**private** Game game;

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

{

game = currentGame;

}

//A gsm is in charge of loading and setting states

**private** **void** loadState()

{

}

**void** setState()

{

}

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

{

}

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

{

}

}