**Added the correct return type depending on the state that is being returned. Also created DualStateBuilder**

**package** sonar.gamestates;

**interface** StateBuilder

{

String stateType();

}

**class** SingleStateBuilder **implements** StateBuilder

{

**public** String stateType(){**return** "Single";}

}

**class** DualStateBuilder **implements** StateBuilder

{

**public** String stateType(){**return** "Dual";}

}