**Changed the Inventory Constructor to be public**

**package** sonar.gamestates.states;

**import** sonar.gamestates.GSM;

**import** sonar.gamestates.GameState;

**import** sonar.gamestates.StateBuilder;

**public** **class** Inventory **extends** GameState

{

**public** Inventory(StateBuilder buildState, GSM gsm){**super**(buildState, gsm);}

}