**Added Keyboard to the GameState along with a if statement to check the buildState type.**

**package** sonar.gamestates;

**import** java.awt.Graphics;

**public** **class** GameState

{

//The base class Template for all the gamestates in the game.

**private** StateBuilder buildState;

**private** GSM gsm;

**private** Keyboard key;

**protected** GameState(StateBuilder buildState, GSM gsm)

{

**this**.buildState = buildState;

**this**.gsm = gsm;

**if**(buildState.stateType().equals("Single"))

{

}

}

**protected** **void** update()

{

}

**protected** **void** render(Graphics g)

{

}

StateBuilder getBuildState(){**return** buildState;}

GSM getGsm(){**return** gsm;}

}