**Added the update method and the if statement to check if the accept key is pressed.**

**package** sonar.gamestates.states;

**import** sonar.gamestates.GSM;

**import** sonar.gamestates.GameState;

**import** sonar.gamestates.StateBuilder;

**public** **class** MenuState **extends** GameState

{

//The very first screen the user sees when starting the game up.

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

**void** update()

{

**if**(getKey().a)

{

}

}

}