**Added an if to check if we are moving up key and to reset the Keyboard if the a button was pressed in the getKey().a statement.**

**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().up)

{

}

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

{

resetKeyboard();

}

}

}