**Added a limit variable to prevent the game from scrolling too far for the down direction.**

**package** sonar.gamestates.states;

**import** sonar.gamestates.GSM;

**import** sonar.gamestates.GameState;

**import** sonar.gamestates.StateBuilder;

**import** sonar.gamestates.StateHolder;

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

{

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

**private** **byte** index = 0;

**private** **byte** limit = 1;

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

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

{

**if**(getKey().up)

{

**if**(index != 0)

index--;

}

**if**(getKey().down)

{

**if**(index == limit)

index++;

}

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

{

resetKeyboard();

choice();

}

}

**private** **void** choice()

{

**if**(index == 0) getGsm().setState(StateHolder.***starterStage***);

**if**(index == 1) getGsm().setState(StateHolder.***passwordState***);

}

}