**Added setState to the if statement so that if the key is pressed we will switch to the starterStage.**

**package** sonar.gamestates.states;

**import** sonar.gamestates.GSM;

**import** sonar.gamestates.GameState;

**import** sonar.gamestates.StateBuilder;

**import** sonar.gamestates.StateHolder;

**public** **class** PasswordState **extends** GameState

{

//Allows the user to enter passwords to access stages.

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

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

{

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

{

getGsm().setState(StateHolder.***starterStage***);

}

}

}