**Added an if statement to initialize the Keyboard if getKey method is null and also removed the initKey method from constructor.**

**package** sonar.gamestates.states;

**import** sonar.gamestates.GSM;

**import** sonar.gamestates.GameState;

**import** sonar.gamestates.StateBuilder;

**public** **class** Inventory **extends** GameState

{

//A class that will hold all energy for the player.

**public** Inventory(StateBuilder buildState, GSM gsm)

{

**super**(buildState, gsm);

}

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

{

**if**(getKey() == **null**) initKey();

getKey().update();

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

{

resetKeyboard();

initKey();

getGsm().switchStates(getGsm().getPastState(), getGsm().getCurrentState());

System.***out***.println("Entered StarterStage!");

}

}

}