**Removed the initKey method from the a if statement and also cleaned up the Inventory 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();

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

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

}

}

}