**Added the x and y variables to the CharacterMobBuilder class. Also added the unimplemented methods to the CharacterMobBuilder class.**

**package** sonar.gamestates.states.levels.stages.entities.animations.mobs;

**public** **interface** MobBuilder

{

**int** getX();

**int** getY();

String getType();

}

**class** CharacterMobBuilder **implements** MobBuilder

{

**private** **int** x, y;

**public** **int** getX(){**return** 0;}

**public** **int** getY(){**return** 0;}

**public** String getType(){**return** **null**;}

}