**Linked the constructor variables with the appropriate x and y variables.**

**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;

CharacterMobBuilder(**int** x, **int** y)

{

**this**.x = x;

**this**.y = y;

}

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

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

**public** String getType(){**return** "Character";}

}