**Added the buildStarterLevel1 and buildStarterLevel2 methods to the MobManager class.**

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

**import** sonar.gamestates.states.levels.stages.entities.SpriteManager;

**public** **class** MobManager

{

MobManager(SpriteManager manage)

{

}

**private** **void** buildStarterLevel1(SpriteManager manage)

{

}

**private** **void** buildStarterLevel2(SpriteManager manage)

{

}

}