**Added level to the constructor and also add an if statement to build the StarterLevel1 if that is the level we currently are in.**

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

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

**public** **class** MobManager

{

MobManager(SpriteManager manage, String level)

{

**if**(level.equals("StarterLevel1")) buildStarterLevel1(manage);

}

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

{

}

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

{

}

**private** **void** buildStarterLevel3(SpriteManager manage)

{

}

**private** **void** buildStarterLevel4(SpriteManager manage)

{

}

}