**Added the constructor and buildMob variable to the Mob class.**

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

**public** **class** Mob

{

**private** MobBuilder buildMob;

Mob(MobBuilder buildMob)

{

}

**void** update()

{

}

**void** render(Screen screen)

{

}

}