**Removed the mmanager variable initialization from the Level constructor since it was no longer needed. Also added an if statement to the render method to check if the mmanager variable is not null before rendering the starterMob.**

**package** sonar.gamestates.states.levels;

**import** sonar.gamestates.Screen;

**import** sonar.gamestates.states.levels.stages.entities.animations.mobs.MobManager;

**public** **class** Level

{

//Level retrieves all the tiles that build our level.

**private** LM lm;

**private** LevelBuilder buildLevel;

**private** MobManager mmanager;

**protected** Level(LevelBuilder buildLevel, LM lm)

{

**this**.buildLevel = buildLevel;

**this**.lm = lm;

lm.getStage().setHeight(buildLevel.getHeight());

lm.getStage().setWidth(buildLevel.getWidth());

lm.getStage().setTiles(buildLevel.getTiles());

}

**void** update()

{

**if**(mmanager == **null**) mmanager = **new** MobManager(lm.getStage().getSmanage(), "StarterLevel1");

}

**void** render(**int** xScroll, **int** yScroll, Screen screen)

{

screen.setOffset(xScroll, yScroll);

lm.getStage().drawTiles(xScroll, yScroll, screen);

**if**(mmanager != **null**) mmanager.starterMob.render(screen);

}

LM getLm(){**return** lm;}

LevelBuilder getBuildLevel(){**return** buildLevel;}

}