**Changed the water.setCurAnim method to use the sprite manage.waterShot instead of the manage.grass sprite.**

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

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

**import** sonar.gamestates.states.levels.stages.entities.animations.StaticAnimation;

**public** **class** WeaponManager

{

**private** Weapon sonarWave, fire, grass, electric, water;

**private** Weapon[] weapons;

**public** WeaponManager(SpriteManager manage)

{

//Primary Weapon of SonarBat

sonarWave = **new** Weapon(**new** SonarWaveWeaponBuilder(41, 63));

sonarWave.setCurAnim(**new** StaticAnimation(manage.sonarWave));

//Weapons that are acquired after beating bosses

fire = **new** Weapon(**new** FireWeaponBuilder(51, 63));

fire.setCurAnim(**new** StaticAnimation(manage.fireBurn));

grass = **new** Weapon(**new** GrassWeaponBuilder(41, 73));

grass.setCurAnim(**new** StaticAnimation(manage.grassField));

electric = **new** Weapon(**new** ElectricWeaponBuilder(51, 73));

electric.setCurAnim(**new** StaticAnimation(manage.zapDash));

water = **new** Weapon(**new** WaterWeaponBuilder(41, 83));

water.setCurAnim(**new** StaticAnimation(manage.waterShot));

weapons = **new** Weapon[5];

//Weapons list

weapons[0] = sonarWave;

weapons[1] = fire;

weapons[2] = grass;

weapons[3] = electric;

weapons[4] = water;

}

**public** Weapon[] getWeapons(){**return** weapons;}

}