**Linked the buildEnergy variable to the constructor parameter and also added extends Entity to the Energy class.**

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

**public** **class** Energy **extends** Entity

{

**private** EnergyBuilder buildEnergy;

Energy(EnergyBuilder buildEnergy)

{

**this**.buildEnergy = buildEnergy;

}

}