**Added the sonarWave, fire, grass, electric, and water variables to the EnergyManager class. Also added the energies array variable to the EnergyManager class.**

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

**public** **class** EnergyManager

{

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

**private** Energy[] energies;

}