**Initialized energies[3] element to the electric energy and also initialized energies[4] element to the water energy in the EnergyManager class.**

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

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

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

**public** **class** EnergyManager

{

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

**private** Energy[] energies;

**public** EnergyManager(SpriteManager manage)

{

//Primary Energy for the sonarWave weapon

sonarWave = **new** Energy(**new** WeaponEnergyBuilder(18, 16));

sonarWave.setCurAnim(**new** DynamicAnimation(manage.sonarWave, manage.sonarWave));

//Energies that are acquired after beating bosses

fire = **new** Energy(**new** WeaponEnergyBuilder(72, 16));

fire.setCurAnim(**new** DynamicAnimation(manage.fireBurn, manage.fireBurn));

grass = **new** Energy(**new** WeaponEnergyBuilder(18, 55));

grass.setCurAnim(**new** DynamicAnimation(manage.grassField, manage.grassField));

electric = **new** Energy(**new** WeaponEnergyBuilder(72, 55));

electric.setCurAnim(**new** DynamicAnimation(manage.zapDash, manage.zapDash));

water = **new** Energy(**new** WeaponEnergyBuilder(18, 94));

water.setCurAnim(**new** DynamicAnimation(manage.waterShot, manage.waterShot));

energies = **new** Energy[5];

//Energies list

energies[0] = sonarWave;

energies[1] = fire;

energies[2] = grass;

energies[3] = electric;

energies[4] = water;

}

}