**Added the setDown method to the Mob class and also added an if statement to check that the mob we are looking at is indeed a Character type.**

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

**import** sonar.gamestates.Screen;

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

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

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

**public** **abstract** **class** Mob **extends** Entity

{

**private** MobBuilder buildMob;

**private** DynamicAnimation curAnim;

Mob(MobBuilder buildMob)

{

**super**("Mob");

**this**.buildMob = buildMob;

}

**abstract** **void** update();

**public** **void** render(Screen screen){screen.render(**this**, getX(), getY(), getWidth(), getHeight());}

**public** **int** getX(){**return** buildMob.getX();}

**public** **int** getY(){**return** buildMob.getY();}

**public** Sprite getSprite(){**return** curAnim.getSprite();}

**public** **int** getWidth(){**return** curAnim.getSprite().getWidth();}

**public** **int** getHeight(){**return** curAnim.getSprite().getHeight();}

String getMobType(){**return** buildMob.getType();}

**void** setCurAnim(DynamicAnimation curAnim){**this**.curAnim = curAnim;}

DynamicAnimation getCurAnim(){**return** curAnim;}

MobBuilder getBuildMob(){**return** buildMob;}

**void** setUp(DynamicAnimation animation)

{

**if**(buildMob.getType().equals("Character"))

{

CharacterMobBuilder character = (CharacterMobBuilder) buildMob;

character.setUp(animation);

}

}

**void** setDown(DynamicAnimation animation)

{

**if**(buildMob.getType().equals("Character"))

{

}

}

}