**Initialized the starterMob.setUp method to a new DynamicAnimation that consists of the up sprites in the MobManager class and also changed the starterMob.setCurAnim method to use the starterMob.getUp method sprites instead of the previous sprites it was initialized with.**

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

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

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

**public** **class** MobManager

{

**public** Mob starterMob;

**public** MobManager(SpriteManager manage, String level)

{

**if**(level.equals("StarterLevel1")) buildStarterLevel1(manage);

**if**(level.equals("StarterLevel2")) buildStarterLevel2(manage);

**if**(level.equals("StarterLevel3")) buildStarterLevel3(manage);

**if**(level.equals("StarterLevel4")) buildStarterLevel4(manage);

}

**private** **void** buildStarterLevel1(SpriteManager manage)

{

starterMob = **new** SonarBat(**new** CharacterMobBuilder(40, 40));

starterMob.setUp(**new** DynamicAnimation(manage.starterMobUp, manage.starterMobUp1, manage.starterMobUp2));

starterMob.setCurAnim(starterMob.getUp());

}

**private** **void** buildStarterLevel2(SpriteManager manage)

{

}

**private** **void** buildStarterLevel3(SpriteManager manage)

{

}

**private** **void** buildStarterLevel4(SpriteManager manage)

{

}

}

**interface** MobBuilder

{

**int** getX();

**int** getY();

String getType();

}

**class** CharacterMobBuilder **implements** MobBuilder

{

**private** **int** x, y;

**private** **boolean** player;

**private** DynamicAnimation up, down, left, right;

CharacterMobBuilder(**int** x, **int** y)

{

**this**.x = x;

**this**.y = y;

player = **false**;

}

**void** setUp(DynamicAnimation animation){up = animation;}

**void** setDown(DynamicAnimation animation){down = animation;}

**void** setLeft(DynamicAnimation animation){left = animation;}

**void** setRight(DynamicAnimation animation){right = animation;}

**void** setPlayer(**boolean** value){player = value;}

DynamicAnimation getUp(){**return** up;}

DynamicAnimation getDown(){**return** down;}

DynamicAnimation getLeft(){**return** left;}

DynamicAnimation getRight(){**return** right;}

**boolean** getPlayer(){**return** player;}

**public** **int** getX(){**return** x;}

**public** **int** getY(){**return** y;}

**public** String getType(){**return** "Character";}

}