**Added the up, down, left, right variables to the CharacterMobBuilder class and also initialized the player variable to false.**

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

}

**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**;

}

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

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

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

}