**Added the playerInput.left if statement to the getPlayer if statement in the playerControls method located in the CharacterMobBuilder class and also added the playerInput.right if statement to the getPlayer if statement.**

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

**import** sonar.gamestates.Keyboard;

**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)

{

//SonarBat Mob

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

starterMob.setUp(**new** DynamicAnimation(manage.sonarbatMobUp, manage.sonarbatMobUp1, manage.sonarbatMobUp2));

starterMob.setDown(**new** DynamicAnimation(manage.sonarbatMobDown, manage.sonarbatMobDown1, manage.sonarbatMobDown2));

starterMob.setLeft(**new** DynamicAnimation(manage.sonarbatMobLeft, manage.sonarbatMobLeft1, manage.sonarbatMobLeft2));

starterMob.setRight(**new** DynamicAnimation(manage.sonarbatMobRight, manage.sonarbatMobRight1, manage.sonarbatMobRight2));

starterMob.setCurAnim(starterMob.getUp());

starterMob.setPlayer(**true**);

}

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

{

}

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

{

}

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

{

}

}

**interface** MobBuilder

{

**int** getX();

**int** getY();

String getType();

**int** getMobDirection();

}

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

{

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

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

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

**private** **int** mobDirection;

**private** Keyboard playerInput;

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

{

**this**.x = x;

**this**.y = y;

player = **false**;

mobDirection = 0;

}

**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";}

**public** **int** getMobDirection(){**return** mobDirection;}

**void** setMobDirection(**int** xa, **int** ya, **boolean** onLadder)

{

**if**(xa < 0) mobDirection = 3;

**if**(xa > 0) mobDirection = 1;

**if**(onLadder)

{

**if**(ya < 0) mobDirection = 0;

**if**(ya > 0) mobDirection = 2;

}

}

**void** move(**int** xa, **int** ya)

{

setMobDirection(xa, ya, **false**);

}

**void** setPlayerInput(Keyboard input)

{

**if**(getPlayer()) playerInput = input;

}

Keyboard getPlayerInput()

{

Keyboard input = **null**;

**if**(getPlayer()) input = playerInput;

**return** input;

}

**void** playerControls(**int** xa, **int** ya)

{

**if**(getPlayer())

{

**if**(playerInput.left) xa--;

**if**(playerInput.right) xa++;

}

}

}