**Added an else statement to the if statement in the update method located in the Level class.**

**package** sonar.gamestates.states.levels;

**import** sonar.gamestates.Screen;

**import** sonar.gamestates.states.levels.stages.entities.animations.mobs.MobManager;

**public** **class** Level

{

//Level retrieves all the tiles that build our level.

**private** LM lm;

**private** LevelBuilder buildLevel;

**private** MobManager mmanager;

**protected** Level(LevelBuilder buildLevel, LM lm)

{

**this**.buildLevel = buildLevel;

**this**.lm = lm;

lm.getStage().setHeight(buildLevel.getHeight());

lm.getStage().setWidth(buildLevel.getWidth());

lm.getStage().setTiles(buildLevel.getTiles());

}

**void** update()

{

**if**(mmanager == **null**) mmanager = **new** MobManager(lm.getStage().getSmanage(), "StarterLevel1");

**else** mmanager.starterMob.update();

}

**void** render(**int** xScroll, **int** yScroll, Screen screen)

{

screen.setOffset(xScroll, yScroll);

lm.getStage().drawTiles(xScroll, yScroll, screen);

**if**(mmanager != **null**) mmanager.starterMob.render(screen);

}

LM getLm(){**return** lm;}

LevelBuilder getBuildLevel(){**return** buildLevel;}

}