**Added the setLm method to the CharacterMobBuilder class and also added an if statement to check that we are actually looking at the player in the setLm method.**

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

**import** sonar.gamestates.Keyboard;

**import** sonar.gamestates.states.levels.LM;

**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;

**private** **boolean** walking;

**private** LM lm;

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

{

**this**.x = x;

**this**.y = y;

player = **false**;

mobDirection = 0;

walking = **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;}

**void** setX(**int** value){x = value;}

**void** setY(**int** value){y = value;}

**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;

}

**byte**[] playerControls(**int** xa, **int** ya, **boolean** onLadder)

{

**byte**[] movement = **null**;

**if**(getPlayer())

{

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

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

**if**(onLadder)

{

**if**(playerInput.up) ya--;

**if**(playerInput.down) ya++;

}

movement = **new** **byte**[2];

movement[0] = (**byte**) xa;

movement[1] = (**byte**) ya;

}

**return** movement;

}

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

{

**if**(xa != 0 || ya != 0)

{

move(xa, ya);

walking = **true**;

}

**else** walking = **false**;

}

**boolean** getWalking(){**return** walking;}

**void** setLm(LM lm)

{

**if**(getPlayer()) **this**.lm = lm;

}

}