**Added an if statement to check if we are on the Starter stage and also added a return statement to the end of the createLM method located in the LM class.**

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

**import** sonar.GameState;

**import** sonar.Screen;

**import** sonar.gamestates.states.levels.stages.StarterStage1;

**import** sonar.gamestates.states.levels.stages.StarterStage2;

**import** sonar.gamestates.states.levels.stages.StarterStage3;

**public** **class** LM

{

//LevelManager allows us to switch between different levels.

**private** **static** Level *currentLevel*;

**private** **static** GameState *stage*;

**final** **static** LM createLM(GameState stage)

{

LM lm = **new** LM();

**if**(stage.getBuildState().getIdentity().equals("Starter")){setLevel(LevelHolder.***starterStage1***);}

**return** lm;

}

**public** LM(String stageType, GameState stage)

{

**this**.*stage* = stage;

**if**(stageType.equals("Starter")){setLevel(LevelHolder.***starterStage1***);}

}

**private** **void** loadLevel(**int** level)

{

*currentLevel* = **null**;

**if**(level == LevelHolder.***starterStage1***) *currentLevel* = **new** StarterStage1(**new** DynamicLevelBuilder("/textures/stages/starter/Starter1.png"), **this**);

**if**(level == LevelHolder.***starterStage2***) *currentLevel* = **new** StarterStage2(**new** DynamicLevelBuilder("/textures/stages/starter/Starter2.png"), **this**);

**if**(level == LevelHolder.***starterStage3***) *currentLevel* = **new** StarterStage3(**new** DynamicLevelBuilder("/textures/stages/starter/Starter3.png"), **this**);

}

**void** setLevel(**int** level){loadLevel(level);}

**public** **void** update()

{

*currentLevel*.update();

}

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

{

**int** xLocation = xScroll;///-screen.getWidth();

**int** yLocation = yScroll; //-screen.getHeight();

*currentLevel*.render(xLocation, yLocation, screen);

}

**public** GameState getStage(){**return** *stage*;}

**public** Level getCurrentLevel(){**return** *currentLevel*;}

}