**Changed the StarterStage1 constructor to only take the buildLevel parameter in the StarterStage1 class and also removed the super constructor method call from the constructor since it is no longer needed in the StarterStage1 class.**

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

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

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

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

**public** **class** StarterStage1 **extends** Level

{

//The very first stage that the player starts at.

**public** StarterStage1(LevelBuilder buildLevel)

{

}

}