**Added the Level.createLevel method call to the StarterStage1 constructor that is located 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)

{

Level.*createLevel*(buildLevel);

}

}