**Changed the StarterStage3 constructor to only take the buildLevel parameter in the StarterStage3 class and also removed the super constructor method call from the constructor since it is no longer needed in the StarterStage3 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** StarterStage3 **extends** Level

{

**public** StarterStage3(LevelBuilder buildLevel)

{

}

}