**Added the Level.createLevel method call to the StarterStage3 constructor that is located 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)

{

Level.*createLevel*(buildLevel);

}

}