**Changed from the GameState.createGameState method call to the createGameState method call in the password state constructor that is located in the PasswordState class.**

**package** sonar.gamestates.states;

**import** sonar.GSM;

**import** sonar.GameState;

**import** sonar.StateBuilder;

**import** sonar.StateHolder;

**public** **class** PasswordState **extends** GameState

{

//Allows the user to enter passwords to access stages.

**public** PasswordState(StateBuilder buildState)

{

createGameState(buildState);

}

**protected** **void** update()

{

getKey().update();

**if**(getKey().a)

{

resetKeyboard();

*resetSmanage*();

*resetTmanage*();

GSM.*setState*(StateHolder.***starterStage***);

System.***out***.println("Entered StarterStage!");

}

}

}