Removed the getWindowScale method from the Game class since it is no longer needed and also changed the initialization of the gsm variable from new GSM to the createGSM method in the start method located in the Game class.

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*\*\*Name: SonarBat

\*\*\*Version: 1.0(Alpha)

\*\*\*Description: SonarBat a young bat decides to take on the fox

\*\*\* in order to save the world. To do this he must defeat other

\*\*\* bats who have been programmed to take over the world. Sonar's

\*\*\* main weapon is his sonarWave that creates a projectile of

\*\*\* sound to defeat his enemies similar to the sound a bat emits

\*\*\* to track an insect.

\*\*\*Features: Single Level, State switching, Mob, Weapons,

\*\*\* and Energy.

\*\*\*Bugs: Keys might be a bit too sensitive.

\*\*\*Programmed by: Eric Beecroft

\*\*\*Date: 4/17/2015

\*\*\*Skills: C++, and Ruby on Rails.

\*\*\*Learning: Java

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

**package** sonar;

**import** java.awt.Canvas;

**import** java.awt.Graphics;

**import** java.awt.image.BufferStrategy;

**import** javax.swing.JFrame;

**import** sonar.gamestates.GSM;

**public** **class** Game **extends** Canvas

{

**private** **static** **final** **long** ***serialVersionUID*** = 1L;

**private** **static** **short**[] *gameWindow*;

**private** **static** JFrame *frame*;

**private** **static** **boolean** *running*;

**private** **static** GSM *gsm*;

**private** Game(){} //Prevents multiple games from being created

**final** **static** Game createGame(**final** **short** width, **final** **short** height)

{

*gameWindow* = **new** **short**[2];

*gameWindow*[0] = width;

*gameWindow*[1] = height;

*frame* = **new** JFrame();

Game game = **new** Game();

**return** game;

}

**void** start()

{

**if**(*running*) **return**;

*running* = **true**;

*gsm* = createGSM(game);

run("SonarBat");

}

**private** **void** run(String title)

{

//Initialize the variables necessary for the gameWorld

**double** delta = 0;

**byte** updates = 0;

**short** frames = 0;

**byte** ticks = 60;

**double** ns = 1000000000 / ticks;

BufferStrategy bs = **null**;

**long** renderTime = System.*currentTimeMillis*();

**long** updateTime = System.*nanoTime*();

requestFocus();

**do**

{

//Perform the gameWorld world functions

**long** now = System.*nanoTime*();

delta += (now - updateTime) / ns;

updateTime = now;

**if**(delta >= 1)

{

update();

delta--;

updates++;

}

render(bs);

frames++;

//Display the game's title every 1 second.

**if**(System.*currentTimeMillis*() - renderTime >= 1000)

{

*frame*.setTitle(title + " | ups: " + updates + " fps: " + frames);

updates = 0;

frames = 0;

renderTime += 1000;

}

**if**(bs == **null**) createBufferStrategy(2);

bs = getBufferStrategy();

}

**while**(*running*);

}

**private** **void** update()

{

*gsm*.update();

}

**private** **void** render(BufferStrategy bs)

{

**if**(bs == **null**) **return**;

Graphics g = bs.getDrawGraphics();

*gsm*.render(g);

g.dispose();

bs.show();

}

//Observers

**final** **static** JFrame getFrame(){**return** *frame*;}

**public** **final** **static** **short** getWindowWidth(){**return** *gameWindow*[0];}

**public** **final** **static** **short** getWindowHeight(){**return** *gameWindow*[1];}

}