**Linked the Level Manager update and render to the Starter Stage methods**

**package** sonar.gamestates.states;

**import** java.awt.Graphics;

**import** sonar.gamestates.GSM;

**import** sonar.gamestates.GameState;

**import** sonar.gamestates.StateBuilder;

**import** sonar.gamestates.states.levels.LM;

**public** **class** StarterStage **extends** GameState

{

**private** LM lm;

**public** StarterStage(StateBuilder buildState, GSM gsm)

{

**super**(buildState, gsm);

lm = **new** LM();

}

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

{

lm.update();

}

**protected** **void** render(Graphics g)

{

lm.render(g);

}

}