**Added the Constructor to the StarterStage2 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** StarterStage2 **extends** Level

{

**protected** StarterStage2(LevelBuilder buildLevel, LM lm){**super**(buildLevel, lm);}

}