**Added an if statement to check if we are using a GreySprite and to set that new sprite equal to the buildSprite.**

**package** sonar.gamestates.states.levels.stages.entities;

**public** **class** Sprite

{

**private** SpriteBuilder buildSprite;

Sprite(SpriteBuilder buildSprite)

{

**this**.buildSprite = buildSprite;

}

**int** getWidth(){**return** buildSprite.getWidth();}

**int** getHeight(){**return** buildSprite.getHeight();}

**int**[] getPixels(){**return** buildSprite.getPixels();}

**int** getHiddenColour(){**return** buildSprite.hiddenColour();}

**int**[] getColours()

{

**if**(buildSprite.spriteType().equals("Grey"))

{

GreySpriteBuilder sprite = (GreySpriteBuilder) buildSprite;

}

}

**int** getColourSize()

{

}

}