**Added buildDynamicTiles method and linked the buildStaticTiles method to the buildTileSprites method in SpriteManager.**

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

**public** **class** SpriteManager

{

**private** **void** buildTileSprites()

{

buildStaticTiles();

}

**private** **void** buildStaticTiles()

{

}

**private** **void** buildDynamicTiles()

{

}

}