**Set grass to use a ColourSpriteBuilder which contains a SpriteSheet.**

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

**public** **class** SpriteManager

{

**public** Sprite voidSprite, grass;

SpriteManager()

{

buildTileSprites();

}

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

{

buildStaticTiles();

buildDynamicTiles();

}

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

{

voidSprite = **new** Sprite(**new** HUDSpriteBuilder(**new** SpriteSize(16, 16), 0xff0000ff));

grass = **new** Sprite(**new** ColourSpriteBuilder(**new** SpriteSize(16, 16), **new** SpriteLocation(0, 0, **new** SpriteSheet("/textures/tiles/SpriteSheet.png"))));

}

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

{

}

}