**Imported the Sprite class and added buildAnimation variable to the VoidTileBuilder class.**

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

**import** sonar.gamestates.states.levels.stages.entities.Sprite;

**public** **interface** TileBuilder

{

Sprite getSprite();

**int** getWidth();

**int** getHeight();

**boolean** solid();

**boolean** light();

String attribute();

}

**class** VoidTileBuilder

{

**private** AnimationType buildAnimation;

}

**class** GrassTileBuilder

{

}