**Added the getHeight and solid methods to the GrassTileBuilder class. Also made solid to return true so that the player doesn’t fall through this tile.**

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

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

**import** sonar.gamestates.states.levels.stages.entities.animations.AnimationType;

**public** **interface** TileBuilder

{

Sprite getSprite();

**int** getWidth();

**int** getHeight();

**boolean** solid();

**boolean** light();

String attribute();

}

**class** VoidTileBuilder **implements** TileBuilder

{

**private** AnimationType buildAnimation;

VoidTileBuilder(AnimationType buildAnimation){**this**.buildAnimation = buildAnimation;}

**public** Sprite getSprite(){**return** buildAnimation.getSprite();}

**public** **int** getWidth(){**return** buildAnimation.getSprite().getWidth();}

**public** **int** getHeight(){**return** buildAnimation.getSprite().getHeight();}

**public** **boolean** solid(){**return** **false**;}

**public** **boolean** light(){**return** **false**;}

**public** String attribute(){**return** "";}

}

**class** GrassTileBuilder

{

**private** AnimationType buildAnimation;

GrassTileBuilder(AnimationType buildAnimation){**this**.buildAnimation = buildAnimation;}

**public** Sprite getSprite(){**return** buildAnimation.getSprite();}

**public** **int** getWidth(){**return** buildAnimation.getSprite().getWidth();}

**public** **int** getHeight(){**return** buildAnimation.getSprite().getHeight();}

**public** **boolean** solid(){**return** **true**;}

}