**Added the two for loops to the render method.**

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

**public** **class** Screen

{

**private** **int** width, height;

Screen(**int** width, **int** height)

{

**this**.width = width;

**this**.height = height;

}

**public** **void** renderTile(Tile tile)

{

}

**private** **void** render(Entity entity, **int** xp, **int** yp, **int** eWidth, **int** eHeight)

{

**for**(**int** y = 0; y < eHeight; y++)

{

**for**(**int** x = 0; x < eWidth; x++)

{

}

}

}

}