**Added constructer to StarterStage1 class**

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

**import** sonar.gamestates.states.levels.LM;

**import** sonar.gamestates.states.levels.Level;

**import** sonar.gamestates.states.levels.LevelBuilder;

**public** **class** StarterStage1 **extends** Level

{

StarterStage1(LevelBuilder buildLevel, LM lm){**super**(buildLevel, lm);}

}