**Changed the Level constructor from default to protected**

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

**public** **class** Level

{

**private** LM lm;

**private** LevelBuilder buildLevel;

**protected** Level(LevelBuilder buildLevel, LM lm)

{

**this**.buildLevel = buildLevel;

**this**.lm = lm;

}

**void** update()

{

}

**void** render()

{

}

LM getLm(){**return** lm;}

LevelBuilder getBuildLevel(){**return** buildLevel;}

}