**Added the getPixels method and linked the constructor variable with the buildSprite variable in the Sprite class**

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

**public** **class** Sprite

{

**private** SpriteBuilder buildSprite;

Sprite(SpriteBuilder buildSprite)

{

**this**.buildSprite = buildSprite;

}

**int** getWidth(){**return** 0;}

**int** getHeight(){**return** 0;}

**int**[] getPixels(){**return** **null**;}

}