**Added implements SpriteBuilder to the HUDSpriteBuilder class and added unimplemented methods**

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

**public** **interface** SpriteBuilder

{

**int** getWidth();

**int** getHeight();

**int**[] getPixels();

}

**class** HUDSpriteBuilder **implements** SpriteBuilder

{

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

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

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

}