**Added Sprite variable voidSprite and linked buildTileSprites method to the constructor.**

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

**public** **class** SpriteManager

{

**public** Sprite voidSprite;

SpriteManager()

{

buildTileSprites();

}

**private** **void** buildTileSprites()

{

buildStaticTiles();

buildDynamicTiles();

}

**private** **void** buildStaticTiles()

{

}

**private** **void** buildDynamicTiles()

{

}

}