**Added the Sprite variable grass and set voidSprite to be a HUDSprite with the colour blue.**

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

**public** **class** SpriteManager

{

**public** Sprite voidSprite, grass;

SpriteManager()

{

buildTileSprites();

}

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

{

buildStaticTiles();

buildDynamicTiles();

}

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

{

voidSprite = **new** Sprite(**new** HUDSpriteBuilder(**new** SpriteSize(16, 16), 0xff0000ff));

}

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

{

}

}