**Removed StaticAnimation and DynamicAnimation classes from the AnimationType file as they now have their own files to use. Thus finishing up the Animation package.**

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

**import** sonar.gamestates.states.levels.stages.entities.Sprite;

**public** **interface** AnimationType

{

Sprite getSprite();

String animType();

}