**Linked buildTile variable to constructor variable and created getSprite method in Tile class.**

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

**class** Tile

{

**private** TileBuilder buildTile;

Tile(TileBuilder buildTile)

{

**this**.buildTile = buildTile;

}

Sprite getSprite(){**return** **null**;}

}