**Added getWidth and getSprite methods to the TileBuilder interface.**

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

**public** **interface** TileBuilder

{

Sprite getSprite();

**int** getWidth();

**int** getHeight();

**boolean** solid();

**boolean** light();

String attribute();

}

**class** VoidTileBuilder

{

}

**class** GrassTileBuilder

{

}