**Added correct data for UniqueTypes**

**package** sonar.gamestates;

**interface** StateType

{

String common();

String unique();

}

**class** CommonType **implements** StateType

{

**private** StateBuilder buildState;

CommonType(StateBuilder buildState)

{

**this**.buildState = buildState;

}

**public** String common(){**return** "Name";}

**public** String unique(){**return** **null**;}

}

**class** UniqueType **implements** StateType

{

**private** StateBuilder buildState;

UniqueType(StateBuilder buildState)

{

**this**.buildState = buildState;

}

**public** String common()

{

String type = "";

**if**(buildState.stateType() == "Single") type = "Boss";

**else** type = "Stage";

**return** type;

}

**public** String unique(){**return** **null**;}

}