~\OneDrive - St Paul's Catholic College\Documents\2D Strategy Game - Liberator\Assets\Scripts\AvailablePos\IAdjacentFinder.cs

```
 1  using System.Collections;
 2  using System.Collections.Generic;
 3  using UnityEngine;
 4
 5  public interface IAdjacentFinder
 6  {
 7      // calls the function to look for hexes adjacent to the starting hex aka where the
        soldier is standing on
 8      void GetAdajacentHexesExtended(HexData initalHex);
 9  }
10
```