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

```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class PosPath : MonoBehaviour, IAdjacentFinder
{
    EvaluateHex checkHex = new IfItIsOptimalPath(); // select option to find out the optimal path

    public void GetAdajacentHexesExtended(HexData initalHex)
    {
        // collect hexes to select new link of optimal path chain
        List<HexData> neighoursToCheck = NeighboursFinder.GetAdjacentHexes(initalHex, checkHex);
        foreach (HexData hex in neighoursToCheck)
        {
            // compare distances between two hexes
            if (hex.distanceText.EvaluateDistance(initalHex))
            {
                OptimalPath.nextStep = hex; // save the hex included in optimal path
                break;
            }
        }
    }
}
```