

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

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class IfItIsNewGround : MonoBehaviour, EvaluateHex
6 {
7     public bool EvaluateHex(HexData evaluatedHex)
8     {
9         return !evaluatedHex.isStartingHex && !evaluatedHex.isIncluded
10        && evaluatedHex.AvailableToGround();
11     }
12 }
13
```