

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

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class Water : HexData
6 {
7     // this script makes it unavailable for the soldier to walk on water
8     public override void MakeMeTargetToMove()
9     {
10         clickOnHex.ClearPreviousSelectionOfTargetHex();
11     }
12
13     public override void MakeMeAvailable()
14     {
15         currentState.color = new Color32(255,255,255,0);
16     }
17
18     public override bool AvailableToGround()
19     {
20         return false;
21     }
22 }
23
```