

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

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class Controller : MonoBehaviour
6 {
7     public static HexData targetToMove; // the hex the player has clicked on
8     public static Soldier soldier; // soldier in the game
9     void Awake()
10    {
11        soldier = FindObjectOfType<Soldier>(); // finding the soldier in the game
12    }
13
14    public void CleanField() // function that sets the hex the soldier is moving on to the
    characters of the default value(the player will be starting from that hex once movement
    complete)
15    {
16        foreach(HexData hex in FieldManager.allHexesArray)
17        {
18            hex.SetDefaultValue();
19        }
20    }
21 }
22
```