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

```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public interface InitialHexes
6  {
7      // interface class used for identifying hexes around a soldier
8      List<HexData> GetNewInitialHexes();
9  }
10
```